BRADYGAMES®
OFFICIAL STRATEGY GUIDE

TAKE YOUR GAME FURTHER®

SPIDER-MAN™
WEB OF SHADOWS

COVERS PLAYSTATION® 3 COMPUTER ENTERTAINMENT SYSTEM
MICROSOFT XBOX 360®

BASED ON A GAME RATED BY THE ESRB
TEEN
T

ACTIVISION. MARVEL

Written by Jennifer and Kenny Sims

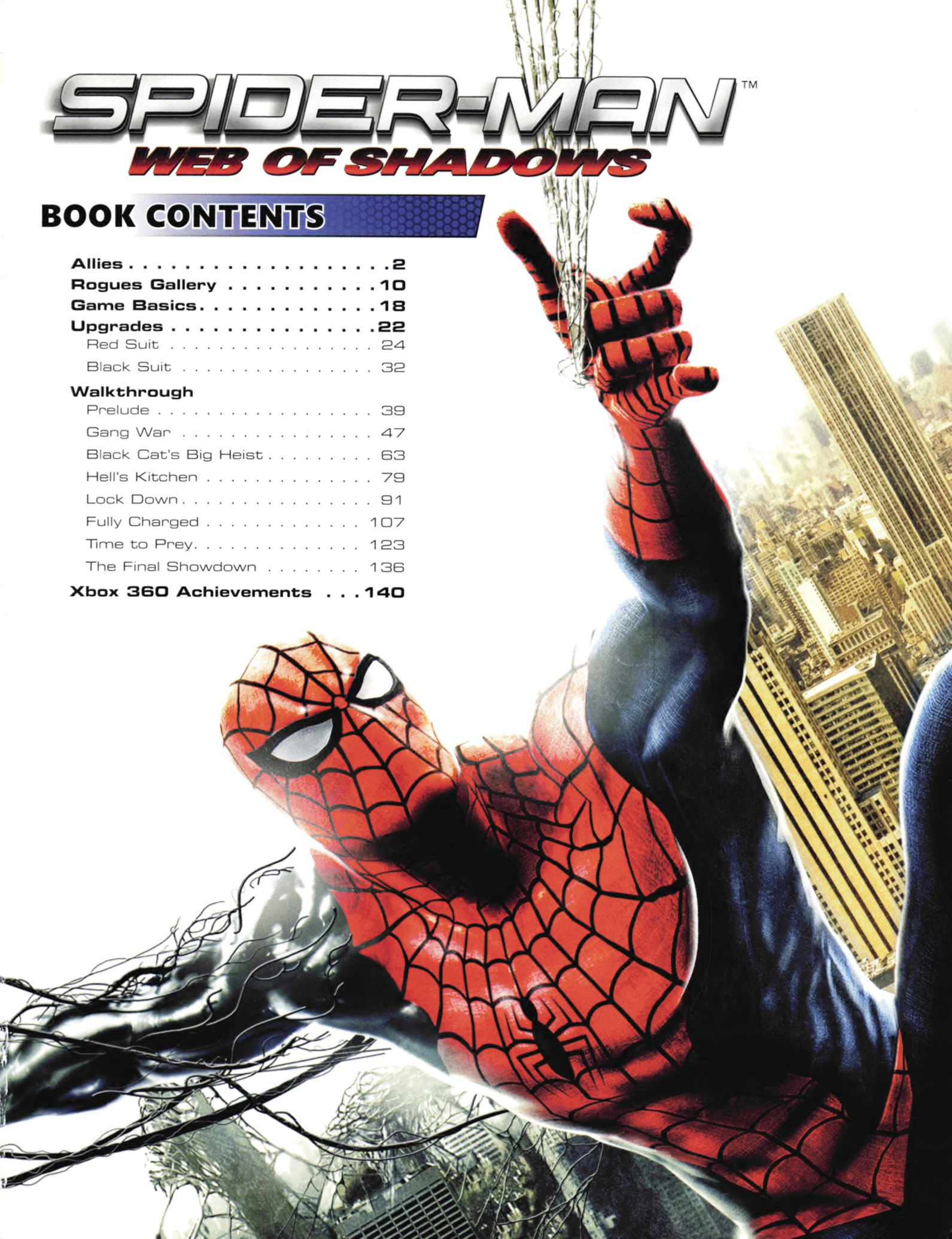
SPIDER-MAN™
WEB OF SHADOWS

BOOK CONTENTS

Allies 2
Rogues Gallery 10
Game Basics. 18
Upgrades 22
Red Suit 24
Black Suit 32

Walkthrough
Prelude 39
Gang War 47
Black Cat's Big Heist 63
Hell's Kitchen 79
Lock Down. 91
Fully Charged 107
Time to Prey. 123
The Final Showdown 136

Xbox 360 Achievements . . .140



ALLIES

Although you must battle the Symbiotes alone most of the time, some of the heroes and villains are willing to lend a helping hand against this common enemy. Each has his own strengths in battle and are strong allies against this alien threat. Calling on heroes to aid Spider-Man helps him along the Red path; heroes will only answer the call when Spider-Man is firmly in control. Villains push you further down the Black path and only come to Spider-Man's aid when you let the Black Suit drive Spider-Man's actions. Consider carefully when choosing who to summon to your side.

You can call allies to Spider-Man's side when you have a full Spider Meter. To do so, simply press down on the D-Pad. Press Down on the D-pad a second time to focus the ally on your target. Although this drains your Special-Meter quicker than just letting the ally attack what they want when they are called upon, it is worth it when help is needed with a particular enemy. When the Special-Meter runs out, the hero or villain leaves the battle. You can dismiss an ally at any time by pressing Up on the D-Pad. By dismissing an ally as soon as he or she is no longer needed, you can save on the time it takes to refill the Special Meter.

LUKE CAGE

HERO

Location: In the park in Harlem

Once known as Power Man, Luke Cage has a long history of working to keep the streets clean. While in prison for a crime he didn't commit, Cage acquired his super strength and titanium-hard skin during a secret experiment gone awry. Now that he is free, Cage uses his powers to administer justice on the streets. He needs Spider-Man's help to get to the bottom of the recent gang fights. In return, he is more than willing to help out Spider-Man, as long as he is still allied with the people of the city who you are pledged to protect.

Luke Cage has been around the block a time or two and he has quite a bit of good advice to provide. Take him up on his offers to learn new moves. These quests not only provide much needed experience, but they also teach valuable skills in your fight to save the city.

BLACK CAT

VILLAIN

Location: At her penthouse in Midtown.

Felicia Hardy was raised by her father to be a master cat burglar. Although she possesses no super powers, she is a master of many forms of combat and has various gadgets designed by the Tinkerer, all of which make her a formidable opponent. While she has often tried to walk the straight and narrow path, she invariably gets drawn back into a life of crime. She and Spider-Man have a torrid history, but Black Cat won't come to his aid if she believes he is caving in to foolish "Peter Parker" sentiment.

Black Cat gives most foes a run for their money by always keeping her claws sharp. Perhaps a bit too aggressive for Spider-Man's current tastes, she always gets the job done.

MOON KNIGHT

HERO

Location: On the roof of Spector Enterprises in Midtown, or patrolling the city in the Mooncopter.

Marc Spector is a former mercenary who claims to have gained his powers from the Egyptian Moon god, Khonshu. His powers wax and wane with the cycle of the moon. This vigilante uses an array of equipment hidden beneath his cape to dish out justice as he sees fit. Although his mental stability often comes under question, he will not aid Spider-Man unless he is acting heroically.

Moon Knight unleashes his crescent blades with deadly accuracy, making him a powerful ally in battle. His unwavering principles and superb combat skills make him someone you want to keep on your side.

VULTURE

VILLAIN

Location: Need to summon with Special Meter.

A brilliant electronics engineer, the aging Adrian Toomes turned to a life of crime after being financially ruined by his business partner. The flight harness he created not only enables him to soar through the air, it also grants him super-strength. Despite their antagonistic past, Vulture lends his aid when Spider-Man calls, but only if Spider-Man is heading down the Black path.

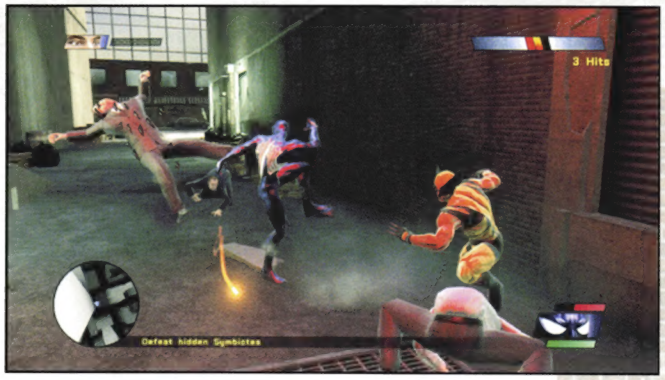
Vulture is currently working for the Kingpin as an enforcer and weapons manufacturer. Toomes supplements his own genius with plans stolen from Osborne and Stark. Even if his motives are far from altruistic, Vulture does his part against the Symbiote threat.

WOLVERINE

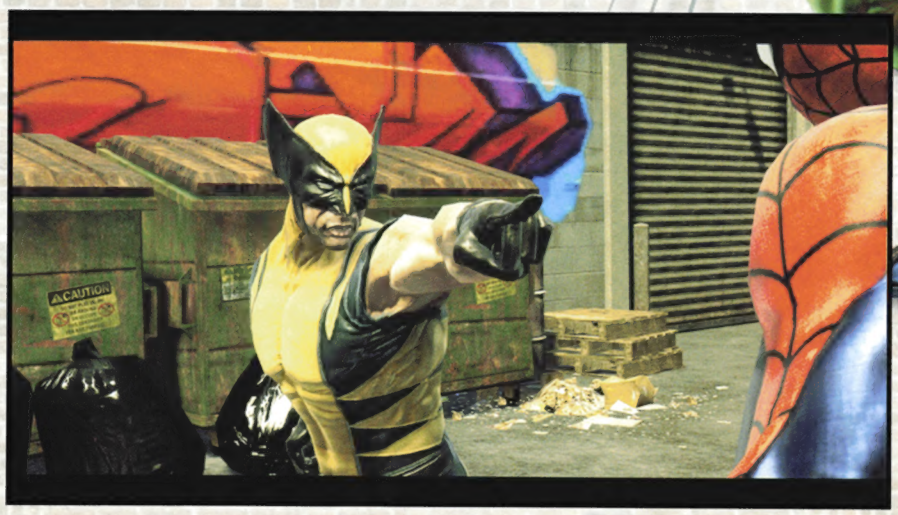
HERO

Location: In Hell's Kitchen

Known as Logan to his friends, this longtime member of the X-Men can be a staunch ally—or a deadly enemy. Born with heightened senses, a set of retractable claws, and amazing powers of regeneration, Wolverine also possesses an indestructible Adamantium skeleton thanks to the mysterious Weapon X program. Wolverine has found Spider-Man to be a dependable ally in the past and comes to his aid when called upon, but only if he believes Spider-Man is firmly in control of the Black Suit.



Wolverine's abilities make him one of the toughest fighters in the city. His unbreakable claws shred unwary opponents and his ability to heal quickly means that it is very difficult to defeat him in a fight. He has often had to overcome his own inner demons and is rightfully suspicious of Spider-Man's ability to control the Symbiote within the Black Suit.



RHINO

VILLAIN

Location: Need to summon with Special Meter.

Never the brains of any operation, Aleksei Sytsevich was a petty criminal who relied on his impressive strength and size as an enforcer for criminals with more ambition. He was always looking for a big score and when Russian scientists asked him to participate in an experiment designed to create a super assassin, the career criminal agreed. The experiment bonded an advanced polymer to his skin, thereby greatly increasing his strength and speed.

Rhino's tough skin and stunning charge make him a tough foe to fight in a one-on-one battle. Although Rhino is an extremely powerful fighter, Spider-Man has defeated him on several occasions by outsmarting him—no difficult feat. Despite their past, Rhino comes to Spider-Man's aid as long as he doesn't feel his former adversary is getting soft.

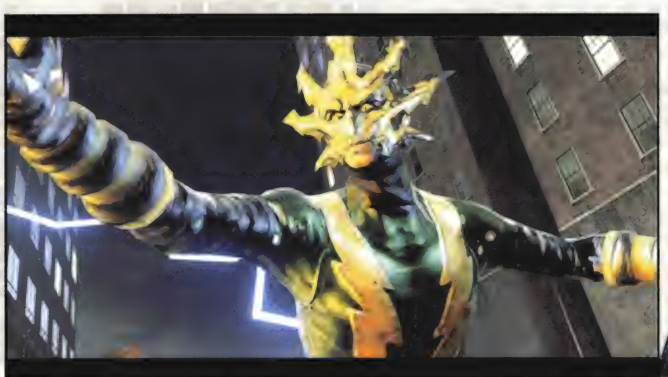
ELECTRO

VILLAIN

Location: Need to summon with Special Meter.

While working as a lineman for an electric company, a freak lightning accident granted Maxwell Dillon a wide range of electrical powers. Dillon relies upon these newfound powers to pursue his villainous career. Even though he and Spider-Man have a long adversarial history between them, Electro's fear of the Symbiotes and gratitude for his sister's survival compel him to assist Spider-Man, but only if he utilizes the powers available in the Black Suit.

Electro's ability to manipulate electricity makes him one of the most dangerous villains in the city. He can hurl bolts of energy that carry more than enough charge to eliminate an ordinary person. And if that wasn't enough, he can draw even more power from electrical equipment when needed! Because he sees the Symbiotes as such a danger, he sets aside his rivalry with Spider-Man for the time being.



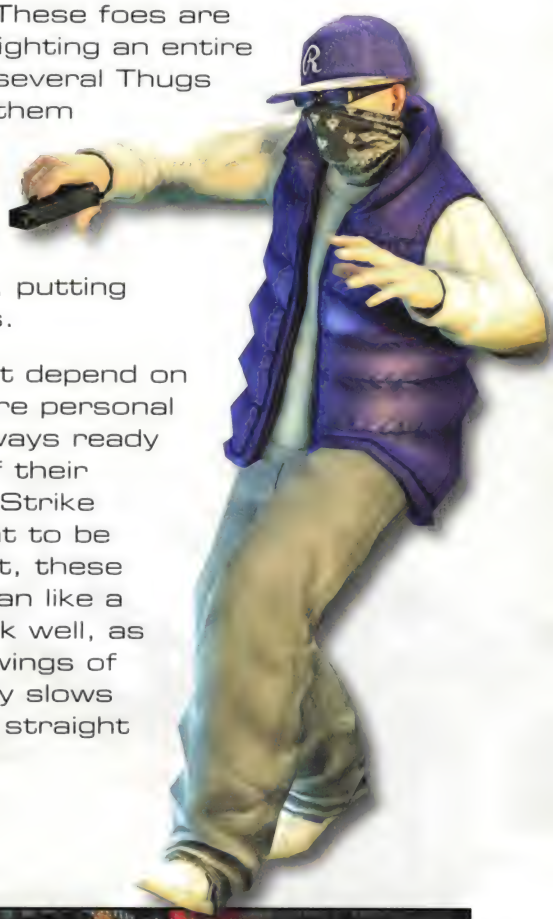
ROGUES GALLERY

The big-name villains always get all the infamy, but it is often the rank and file evil-doers who cause the most trouble. Spider-Man is used to dealing with New York's criminals, but now it seems they are crawling out of the gutters—sometimes literally—everywhere he turns. The following enemies may never get their names splashed across the front page of *The Daily Bugle*, but they are the ones keeping the Web-Slinger busy during this crisis.

THUGS

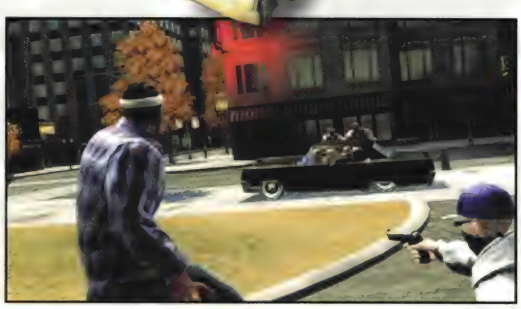
Whether they are members of the Rolling 7s or the Park Aves, the Thugs all have something in common—they don't like Spider-Man sticking his nose in their business! Luke Cage has been trying to broker a peace treaty, but tensions between the two gangs have escalated into a full-out war, with innocent people caught in the crossfire.

The majority of the Thugs are armed with small guns. These foes are difficult to defeat when fighting them one-on-one, but fighting an entire gang of them can cause some serious damage. When several Thugs are clustered together, use a Web Swing-Kick to take them out before they can shoot.



Some Thugs carry more powerful weapons like the RPG. When this weapon is equipped, these foes can inflict serious damage to Spider-Man and even blow up vehicles, putting ordinary citizens in danger in the process.

Some of the larger gang members don't depend on guns at all; instead, they prefer a more personal approach. The Heavy Hitters are always ready to deliver a beat down, courtesy of their baseball bats. When using a Web-Strike against these guys, it's important to be prepared to Over-Counter. If not, these foes will knock around Spider-Man like a Spidey-Ball. Ground attacks work well, as long as you can get in between swings of their bats. Spider-Man's webbing barely slows them down, so be ready to send them straight to the pavement.



TECH FORCES

The Kingpin's Tech Forces are comprised of some of the most dedicated mercenaries that money can buy. These foes are supplied very well with some of the best armor and weaponry available, thus making this private army quite a formidable foe. Kingpin employs these soldiers as personal guards and high-rise thieves, never worrying about the collateral damage they may cause.

A normal Tech Force soldier is quick to shoot, but he poses little threat by himself. These soldiers don't cause much damage when fighting alone, but a group of them firing at Spider-Man will really inflict some major damage. Take them out quickly to avoid being caught in the crossfire.

Many times, these soldiers utilize specially designed gliders to terrorize by air. Fortunately, they are never out of reach of a Web-Strike, making it possible to take them down just like their grounded counterparts. Use a Web-Strike to reach their level and drive them into the ground. It is particularly satisfying to use Web-Grind after knocking them out of the air.

The larger, more heavily armored members of the Tech Force can really take a pounding. Not as common as their smaller counterparts, these foes are often deployed within units of regular troops. Keep them off balance by using a flurry of attacks and be ready to counterattack.

TECH MECH

The pride and joy of the Kingpin's army is the Tech Mech. These walking tanks are heavily armored, capable of dishing out a ton of damage. They are even capable of shooting missiles! The best way to stop these overgrown monsters is to toss a car at them, rip out the pilot, and set the auto destruct.

SYMBIOTES

Symbiotes come in a variety of forms, but all of them have two things on their mind: destruction and assimilation! Regardless of their type, their main goal is to infect as many people as possible in order to increase their forces. Venom was bad enough on his own, but a legion of Symbiotes has brought the city to the brink of annihilation. Each type of Symbiote has a unique fighting style, which means Spider-Man must learn to deal with them all if he is to have a chance of defeating them.

ZOMBIES

Zombies are slow moving Symbiotes and much weaker than their counterparts. Like their namesake, they are easy to evade but quite dangerous in large numbers. They tend to travel in packs and grab any innocent citizens caught in their path. Because they are often close, area-of-effect attacks work well against them.

SNATCHERS

The Snatchers are similar in size to the Zombies, but they move much faster and with purpose. These creatures specialize in grabbing people off the streets and dragging them back to pods to become hosts. When Snatchers are nearby, look for civilians who need to be saved. Once a Snatcher grabs a person, defeat the Symbiote and then deliver the person to a safe zone. Otherwise, another Snatcher may come along and grab the frightened citizen.

GRAPPLERS

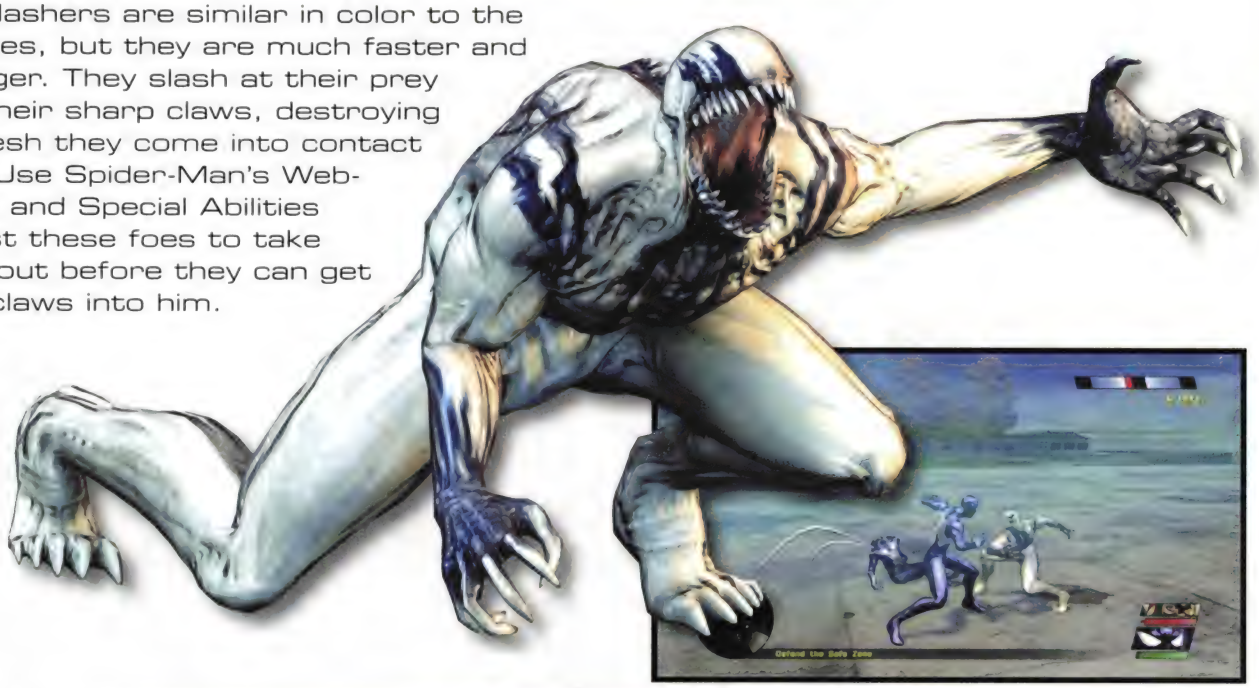
Grapplers, as their name implies, like to get close to their foes and hang on tight. When caught in their grip, Spider-Man must struggle mightily to break away. Use quick attacks and always be ready to counterattack to avoid their grasping forms.

BERSERKERS

Similar in appearance to the Grapplers are the much more hardy Berserkers. These large monsters have great strength and tenacity, making them some of the toughest Symbiotes in the game. Wrap them in Spider-Man's webs to hinder their attacks whenever possible and try to fight them in one-on-one battles. A lone Berserker can be a handful, but two can prove fatal!

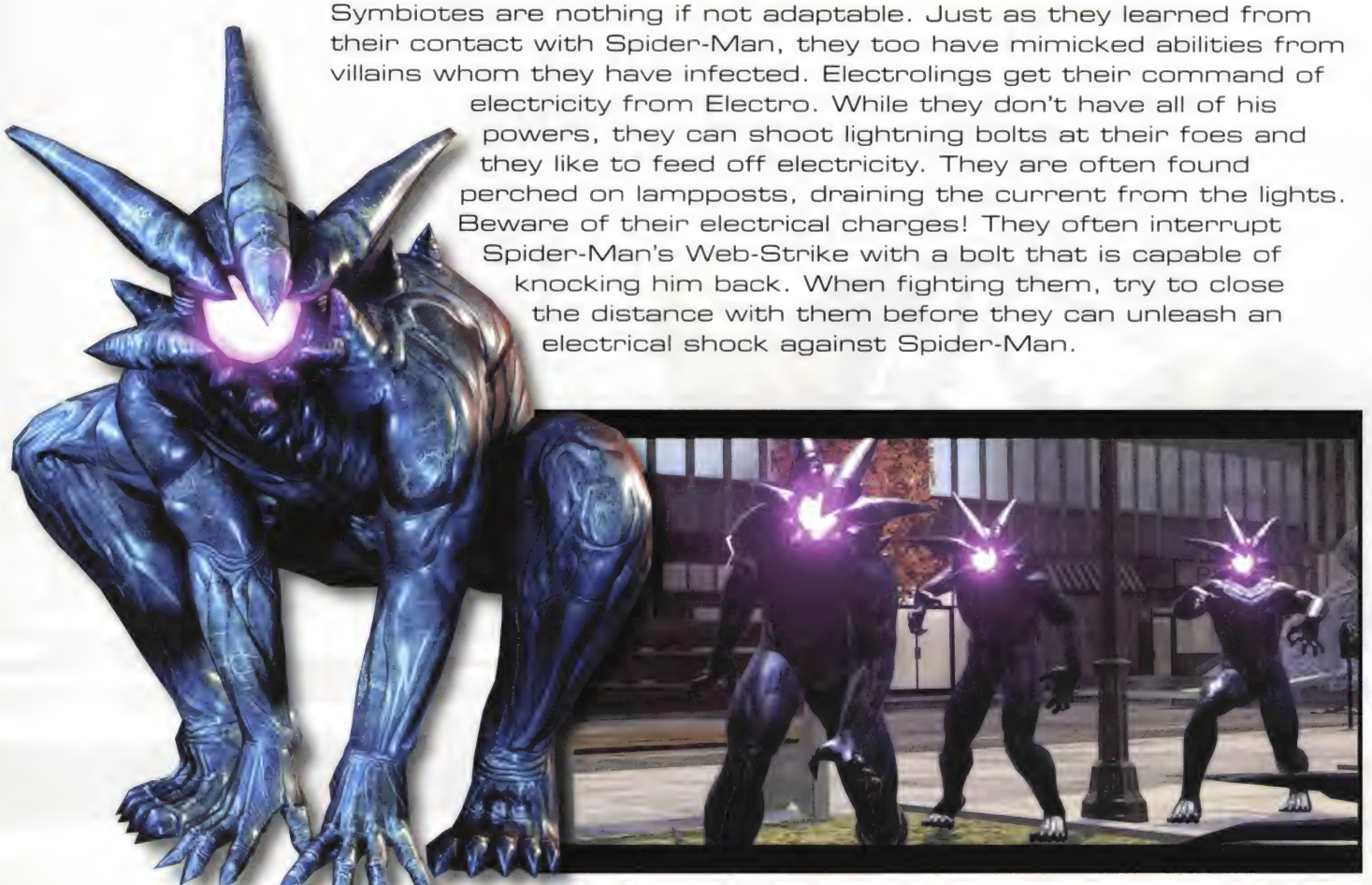
SLASHERS

The Slashers are similar in color to the Zombies, but they are much faster and stronger. They slash at their prey with their sharp claws, destroying any flesh they come into contact with. Use Spider-Man's Web-Strike and Special Abilities against these foes to take them out before they can get their claws into him.



ELECTROLINGS

Symbiotes are nothing if not adaptable. Just as they learned from their contact with Spider-Man, they too have mimicked abilities from villains whom they have infected. Electrolings get their command of electricity from Electro. While they don't have all of his powers, they can shoot lightning bolts at their foes and they like to feed off electricity. They are often found perched on lampposts, draining the current from the lights. Beware of their electrical charges! They often interrupt Spider-Man's Web-Strike with a bolt that is capable of knocking him back. When fighting them, try to close the distance with them before they can unleash an electrical shock against Spider-Man.



VULTURELINGS

As if wall-crawling Symbiotes weren't bad enough, Vultureling Symbiotes can fly! Unlike the regular Vultures, their wings aren't mechanical; instead, they are part of their Symbiote form. Use a Web-Strike to reach these fluttering foes, then start attacking them. Use a Web-Strike against each one and immediately head to another one to take down a flock of these birds. Remember to move quickly, though!

GAME BASICS

Welcome to the official strategy guide for *Spider-Man: Web of Shadows*! Within these pages, you will find everything you need to make your way through the game, including detailed strategies for each mission, information on the foes, tips and tricks for each boss fight, and anything else needed to enjoy the game without missing a thing!

Even with all the tips and strategies included in this guide, there is still one question you must answer for yourself: Will you embrace your role as a hero, becoming a beacon of hope and justice in this troubled time? Or will you use the power at your disposal to accomplish your goals, no matter the cost?

INTERFACE

The gameplay interface is easy to use and everything you need is right on-screen. There is a Target Health Bar, a Combo Meter, an Alignment indicator, a Special Meter, a Health Meter, and a Mini-Map. With knowledge of how elements work within the game, you have everything you need to swing through the city, delivering Spider-Man's brand of justice to anyone in need.

01 Target Health Bar

This indicates the remaining health of your intended target. When it is full, the bar is orange. As the target takes more damage, it empties and turns black. During boss fights, the boss's health bar appears on the top of the screen while the minions' health bars are displayed directly below it. The same concept holds true during regular missions where you have a target to protect. The main target's health bar appears on top of the screen, while the health bars of any lesser targets appear below. This ensures that you can always keep an eye on the battle as a whole.

02 Combo Meter

This meter tracks how many consecutive hits you have landed against your foes. Each hit that connects raises the Combo Meter; the higher it goes, the more experience you earn while fighting. If the fighting pauses for a moment, the Combo Meter will reset, causing you to start building it up again. Try to continually fight large groups of enemies to score some impressive combos!

03 Objective Marker

This small circle indicates where to go to complete the mission. If you're unsure where to go next, follow this indicator to get back on track. When rescuing a civilian, this indicator turns blue with a small health bar near it. This leads you to the nearest hospital or S.H.I.E.L.D. safe zone, where you can drop off your charge. You must be quick, though, as once the health bar is depleted, the citizen is history!

04 Mini-Map

The Mini-Map is a very important tool. Use it to see nearby mission contacts, enemies, civilians, and other points of interest. Along with the Objective Marker, the Mini-Map ensures that you always know which direction to head. It can also prevent you from unwittingly turning a corner into an army of enemies.

05 Character Portrait

The character portrait indicates where your current alignment lies. The costume worn by your character indicates which path you are following, regardless of which one you are using.

06 Health Bar

This bar illustrates how much damage has been inflicted. As enemies cause damage, this bar slowly empties. If you stray from combat for a few moments, though, it will start to refill. If you lose too much health, red webs start to appear around the edges of the entire screen. These webs indicate that your health is about to run out, so keep an eye on the Health Bar during every fight. Once the red webs appear, though, it may be too late to extricate yourself safely from the situation.

07 Special Meter

This meter measures how much special power is available to spend on Special Attacks or calling on allies. The meter fills each time you engage an enemy with regular attacks. Using Special Attacks drains the meter as the attacks are performed. The Special Meter is also used for summoning an ally to fight by your side. As they fight, the Special Meter also drains. Once it is empty, the ally leaves.

08 Available Allies

When the Special Meter is full, you can see all available allies. Depending on Spider-Man's current alignment, you can select from either the heroes or villains who have agreed to lend a helping hand. You can cycle through the allies available and select which one you wish to summon. Take note that not all allies are available in all locations. For example, Black Cat can join a fray and crawl up the side of a building...but Rhino cannot.

MAIN MENU

While you can make Spider-Man just swing around the city, fighting crime wherever it appears, you must complete various missions to complete the game. Missions are received from "mission contacts." These contacts usually need help solving a particular problem. As you complete missions, new mission contacts become available.

Spider-Man meets many interesting mission contacts.

There are two types of missions: main missions and optional missions. Main missions are those that must be completed to advance the story. You need to complete them to progress through the events in the city. Although they are often worth no experience (many are, though), they do unlock other main missions and optional missions upon their completion.

The other type of mission is referred to as an "optional mission." These missions are relevant to the story line, but they aren't necessary to move onward in the game. It's important to note, however, that completing optional missions is the best way to earn experience. Remember that experience enables you to upgrade Spider-Man's abilities, practice attacks and tactics, and learn more about events in the city.

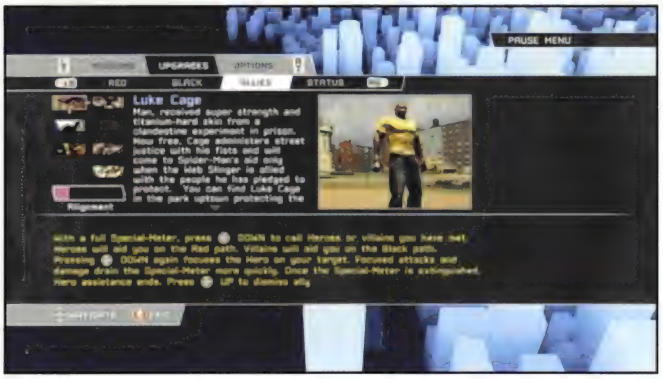
BREAKING THINGS DOWN

The Missions List is the first available option on the Main Menu. This is where you can track your progress on each active mission. The objectives for each are listed, along with its experience gained, and whether or not it is optional. Behind this is the map of the city. You can navigate across it to see your current location, the site of active mission contacts, as well as areas of interest (like S.H.I.E.L.D. forces).

The next tab contains the Upgrades Menu. This menu lists all of the available upgrades, along with a short clip of each one being used in combat. This menu also shows your total experience. For a more detailed discussion of this part of the menu, see the "Upgrades" section of this guide.

This next area to discuss is the Allies. This menu lists all of the available Allies willing to lend Spider-Man a hand. You can view each ally's portrait and read some background information about them. New allies are acquired as you progress through the game, and some old ones become unavailable during certain segments of the game's story line.

This screen also illustrates the Alignment Meter. This meter indicates where Spider-Man currently falls in the Red/Black spectrum. The meter changes by fighting with either the Red or Black Suit and performing certain actions during the game. For example, rescuing a civilian earns you Red points, while ignoring one in need earns you Black points. There is no middle ground with most things and, depending on your actions, you will most likely spend time in both the Black and the Red.



The Status Screen shows a snapshot of important information about Spider-Man. This includes things like his current level, the number of Spiders collected, your best combo, and the percentage of upgrades you have purchased for each suit.

GAINING LEVELS

To gain levels, you must find and collect Spiders. These red and blue glowing Spiders are hidden throughout the city. They are somewhat easy to locate while swinging through the streets and jumping across rooftops.

In addition, collecting these Spiders also increases Spider-Man's Web-Swing speed and the size of his Health Bar and Special Meter. This is a very key aspect to the gameplay, as it helps Spider-Man's ability to survive difficult battles. Each level gained provides an advantage over the various foes. After obtaining a level, the number of Spiders needed to reach the next level increases (see the following table).

Level	Spiders Needed
1	1
2	10
3	25
4	50
5	100
6	200
7	350
8	500
9	750
10	1000
11	2000

The total number of Spiders needed to increase a level is cumulative. That is, to reach Level 5 you need a total of 100 Spiders, or 50 more than what was needed to reach Level 4. There are a total of 2,160 Spiders in the game. Make sure you pick them up throughout your journey whenever possible. This way, there's no need to waste time searching for them specifically; instead, you can accumulate them while working on missions that take place all around the city.

UPGRADES

The foes in the game become more difficult as you progress through the game, meaning you must keep Spider-Man's abilities on par with those tougher enemies. This is where the Upgrades Menu comes into play. This menu includes every upgrade, even the ones that aren't available until later in the game. Each upgrade entry includes a basic description, its cost, and the button combination required to execute it. Visit this menu often to check these button combinations to make you are utilizing every available upgrade.

On the right side of the screen, you can see Spider-Man using each upgrade. This provides a good visual representation of how this move works in combat. This menu also has the option to Toggle Auto-Upgrades. This means that as you gain more experience, you automatically gain new upgrades. This may save some time in the long run, but it takes the choice out of your hands.

Each time you defeat a foe or complete a mission, you earn Experience Points. As noted previously, experience is very important because it is used to purchase upgrades. Each new upgrade has an Experience Cost. Completing optional missions is a great way to earn experience. The more foes you fight and missions you complete, the more experience you earn. In turn, this means you can upgrade Spider-Man's abilities faster. This is especially helpful as you progress further in the game. Every advantage you have makes a difference in tough battles and there are some really powerful upgrades available once you have enough experience.

Note that there are separate upgrade trees for the Black and Red suits. For best results, try to upgrade both as equally as possible to gain levels. Even if you decide to fight almost exclusively in one suit or the other, there are times when you must use the other suit. When this situation occurs, you must be prepared by having both suits reasonably upgraded.

Each suit has six types of upgrades and the first five are available to both the Red and Black suits. Those upgrades are:

Ground: *This type of attack is the most basic attack, but that doesn't mean it isn't powerful. As Ground attacks are upgraded, Spider-Man gains the ability to unleash powerful punches and kicks against enemies on the ground. Try to make this one of the first upgrades you purchase.*

Air Attack: *These attacks knock enemies into the air and deliver stunningly powerful blows to them before they hit the ground. Like Ground attacks, Air attacks are one of the mainstays of your arsenal. These attacks are quite effective against most every type of enemy.*

Wall Attack: *Wall attacks are moves that are performed while crawling on the side of a building or other vertical surface. These attacks allow you to punch, kick, and spin through opponents, oftentimes using Spider-Man's webs to send foes flying. These attacks are very useful when taking on Symbiotes that like to crawl up buildings in pursuit of innocent civilians, as well as against Kingpin's high-rise thieves.*

Web-Strike: *Web-Strike attacks will likely be some of the most used upgrades in the game. These attacks enable you to close the distance with an enemy quickly, bounce from target to target, and provide a way to reach aerial enemies (such as the Vulturelings or Tech forces).*

Special Attacks: *Special attacks are some of the most powerful upgrades available in the game. They include devastating attacks that are capable of knocking down tough foes. These attacks also include area-of-effect attacks that can deal damage to a large group of foes at once. Special attacks require the use of the Special Meter. This meter (located over Spider-Man's character portrait in the lower-right corner of the screen) fills up while fighting foes with normal attacks. Using Special attacks drains some of the power stored in this meter. Note that this is the same meter used to call upon an ally, so you must choose between saving this energy to summon a helping hand, or use it to pound enemies with Special attacks.*

Web-Shot: *This set of upgrades is available only for the Red suit. Web-Shot makes good use of Spider-Man's trademark webs. With these upgrades, Spider-Man can send shots of webbing toward foes to temporarily disable them. He can even create a web projectile that explodes on impact! Web-Shot is very useful for keeping enemies from attacking while dealing with their cohorts.*

Using Special attacks depletes the Special Meter.

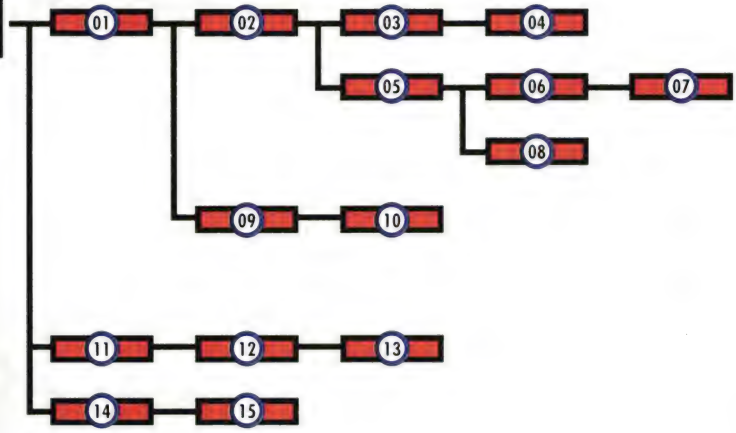
Tendril Attack: *This set of upgrades is available only for the Black suit. The Symbiote in the Black suit has some amazing powers, among them is the Tendril Attack. These attacks enable Spider-Man to pull enemies toward him. Subsequent upgrades of the Tendril attack allow for increased range and power. These attacks are also capable of slamming enemies into the ground, grabbing them, and choking them.*

The information that follows provides everything you need to know about the available upgrades as you progress through the game.

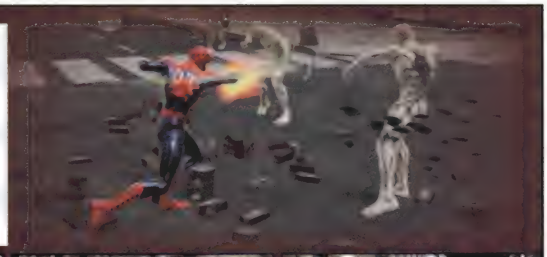
RED SUIT

GROUND ATTACK

GROUND ATTACK



01	**GROUND ATTACK**	BASIC GROUND ATTACK COMBO FOR THE RED SUIT.
02	**GROUND UPGRADE 1** COST: 2000	ADDS A FIFTH STRIKE TO THE GROUND COMBO.
03	**GROUND UPGRADE 2** COST: 2000	ADDS A SIXTH STRIKE TO THE GROUND COMBO.
04	**GROUND UPGRADE 3** COST: 3000	GREATLY INCREASES THE DAMAGE FOR THE GROUND COMBO.



05	**PUNCH-FLURRY 1** COST: 2000	ALLOWS SPIDER-MAN TO BREAK INTO A FLURRY OF PUNCHES.
06	**PUNCH-FLURRY 2** COST: 2000	INCREASES THE DURATION AND DAMAGE OF THE PUNCH-FLURRY.
07	**PUNCH-FLURRY 3** COST: 3000	MAXIMUM INCREASE TO THE DURATION AND DAMAGE OF THE PUNCH-FLURRY.

08 FLURRY WEB SLAM — A DEVASTATING FINISHER FOR THE PUNCH-FLURRY.
COST: 2000

09 TORNADO — A SPINNING ATTACK THAT KNOCKS BACK ALL NEARBY ENEMIES A SHORT DISTANCE.
COST: 3000

10 DOUBLE GUT-PUNCH — ALLOWS SPIDER-MAN TO FOLLOW UP THE TORNADO WITH A DOUBLE PUNCH FOLLOWED BY A DEVASTATING UPPERCUT.
COST: 2000

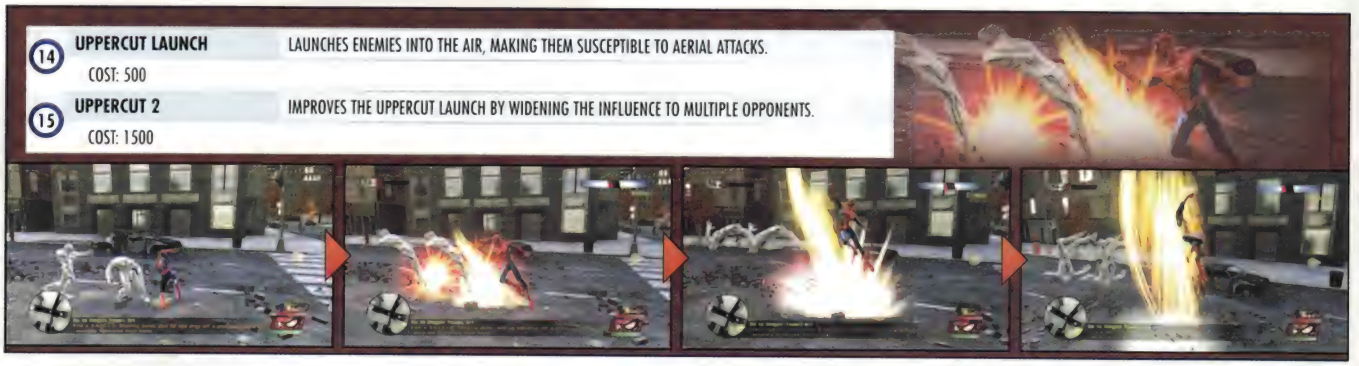
11 COUNTER ATTACK — COUNTERS AN ENEMY'S ATTACK. ONCE PURCHASED, COUNTER ATTACK IS USABLE BY BOTH SUITS.
COST: 1500

12 COUNTER ATTACK 2 — IMPROVES THE BASIC COUNTER ATTACK BY INCREASING THE WEB DAMAGE AREA-OF-EFFECT.
COST: 1000

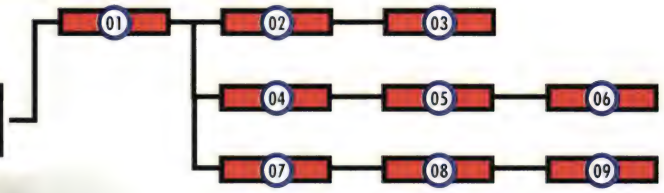
13 COUNTER ATTACK 3 — FURTHER IMPROVES THE COUNTER ATTACK ABILITY BY INCREASING THE WEB DAMAGE AREA-OF-EFFECT.
COST: 2000

14 UPPERCUT LAUNCH — LAUNCHES ENEMIES INTO THE AIR, MAKING THEM SUSCEPTIBLE TO AERIAL ATTACKS.
COST: 500

15 UPPERCUT 2 — IMPROVES THE UPPERCUT LAUNCH BY WIDENING THE INFLUENCE TO MULTIPLE OPPONENTS.
COST: 1500

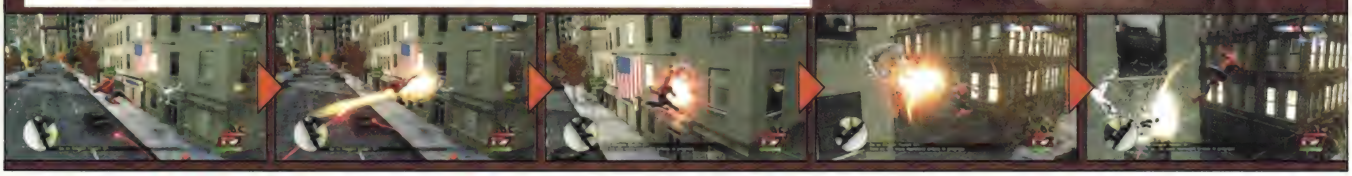


AIR ATTACK



AIR ATTACK

01	**AIR ATTACK**	BASIC AERIAL COMBO FOR THE RED SUIT.
02	**AERIAL COMBO 1**	INCREASES THE TOTAL NUMBER OF AERIAL HITS IN THE COMBO.
	COST: 2500	
03	**AERIAL COMBO 2**	ADDS WEB DAMAGE TO THE FINAL HIT OF THE COMBO.
	COST: 2500	

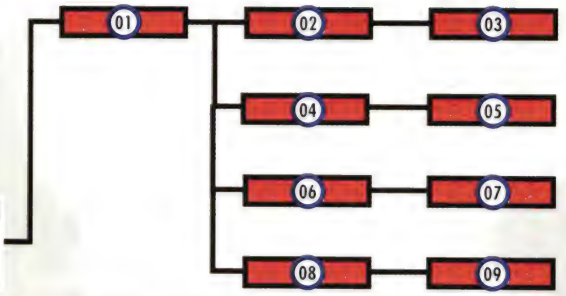


04	**EAGLE-KICK 1**	A DOWNWARD ANGLED KICK EFFECTIVE AT CONNECTING AIR OR GROUND COMBOS.
05	**EAGLE-KICK 2**	INCREASES THE DAMAGE AND RANGE OF THE EAGLE-KICK.
	COST: 2000	
06	**EAGLE-KICK 3**	MAXIMUM INCREASE IN DAMAGE AND RANGE FOR THE EAGLE-KICK.
	COST: 4000	

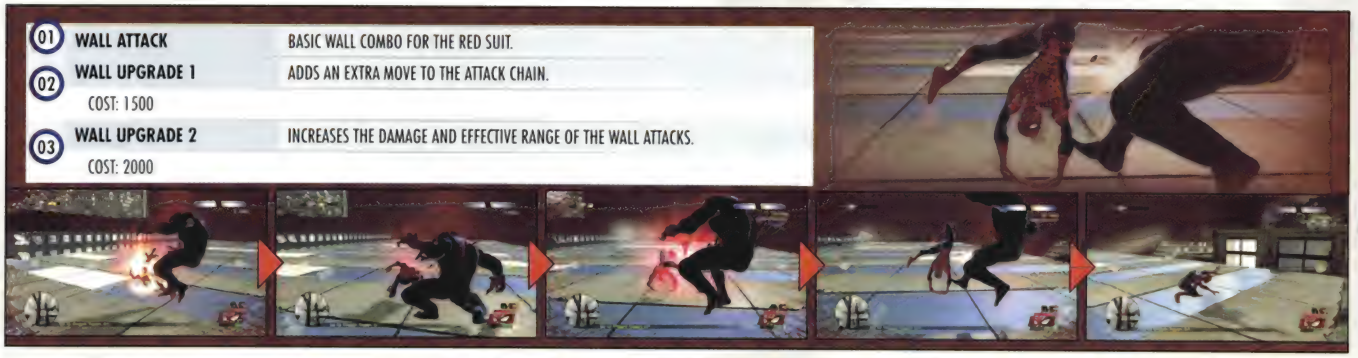
07	**AERIAL-FURY 1**	CATCHES OPPONENTS IN MID-AIR WITH WEBBING AND SMACKS THEM AROUND LIKE A PADDLE BALL.
	COST: 3000	
08	**AERIAL-FURY 2**	ADDS A LONGER WIND-UP WHEN THE OPPONENT IS CAUGHT IN WEBBING, ALLOWING FOR AN IMPROVED AERIAL-FURY WITH THE RIGHT TIMING.
	COST: 1500	
09	**AERIAL-FURY 3**	FURTHER INCREASES THE WIND-UP WHEN THE ENEMY IS CAUGHT IN WEBBING, WHICH ALLOWS FOR AN IMPROVED AERIAL-FURY WITH THE RIGHT TIMING.
	COST: 3000	

WALL ATTACK

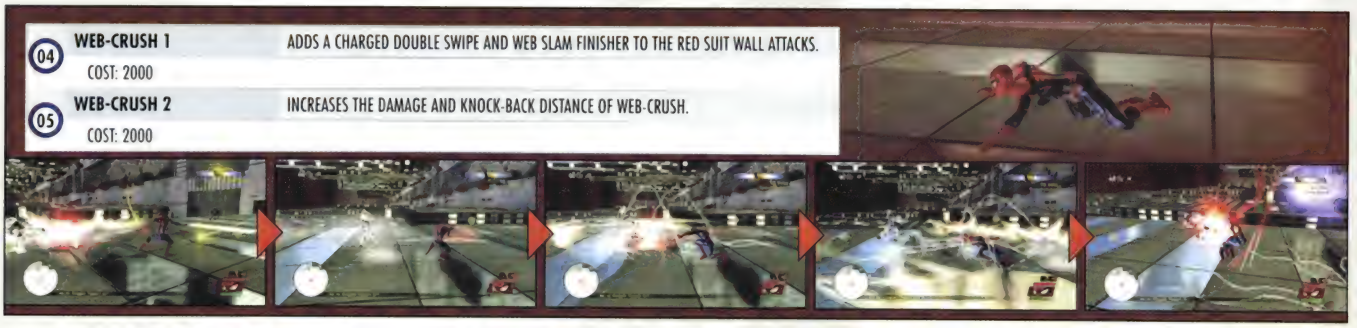
WALL ATTACK



01	WALL ATTACK	BASIC WALL COMBO FOR THE RED SUIT.
02	WALL UPGRADE 1 COST: 1500	ADDS AN EXTRA MOVE TO THE ATTACK CHAIN.
03	WALL UPGRADE 2 COST: 2000	INCREASES THE DAMAGE AND EFFECTIVE RANGE OF THE WALL ATTACKS.



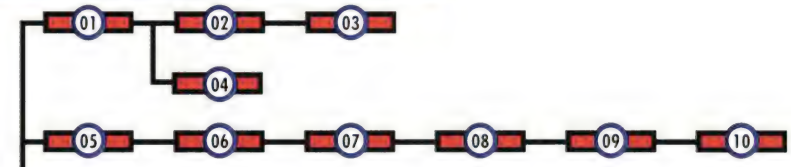
04	WEB-CRUSH 1 COST: 2000	ADDS A CHARGED DOUBLE SWIPE AND WEB SLAM FINISHER TO THE RED SUIT WALL ATTACKS.
05	WEB-CRUSH 2 COST: 2000	INCREASES THE DAMAGE AND KNOCK-BACK DISTANCE OF WEB-CRUSH.



06	WEB-SWEEP COST: 2000	ADDS ADDITIONAL WEB ATTACKS TO THE RED SUIT WALL COMBO.
07	WEB-SWEEP 2 COST: 2000	ADDS ADDITIONAL WEB DAMAGE TO THE RED SUIT WALL COMBO.

08	WALL-CRUSH 1 COST: 3000	SPINNING ATTACK TO AN OVERHEAD FLIP KICK.
09	WALL-CRUSH 2 COST: 3000	INCREASES DAMAGE AND RANGE OF THE ATTACK.

WEB-STRIKE

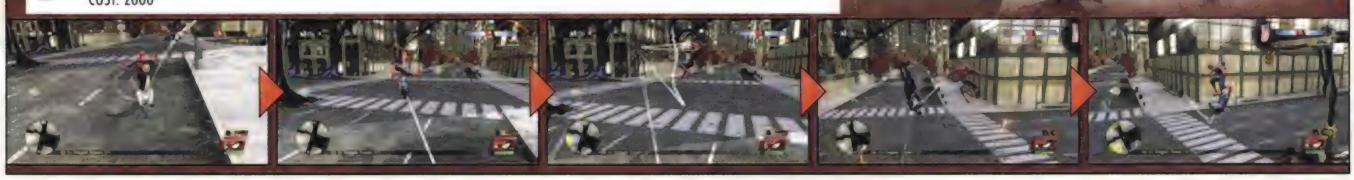


WEB-STRIKE

01	**WEB-STRIKE BOUNCE 1**	PERFORM A QUICK STOMP ON ENEMIES; CAN BE INFINITELY CHAINED TO ADDITIONAL ENEMIES.
02	**WEB-STRIKE BOUNCE 2** COST: 2500	IMPROVES THE WEB-STRIKE BOUNCE BY ADDING DAMAGE TO EVERY SUCCESSIVE BOUNCE IN THE COMBO.
03	**WEB-STRIKE BOUNCE 3** COST: 3000	MAXIMUM UPGRADE THAT ADDS EVEN MORE DAMAGE TO EVERY SUCCESSIVE WEB-STRIKE BOUNCE IN COMBO.

04	**WEB-STRIKE THROW** COST: 1000	SPIDER-MAN THROWS AN ENEMY FROM A WEB-STRIKE ATTACK.
05	**WEB-STRIKE CRUSH** COST: 2500	INCREASES THE FEROCIOUSNESS OF A WEB-STRIKE'S STOMP AND EXTENDS DAMAGE TO NEARBY ENEMIES.

06	**CRITICAL SPIDER-MAN TWISTS** COST: 2500	IMPROVES THE WEB-STRIKE CRUSH BY ADDING A DEVASTATING VARIABLE TWIST TO SPIDER-MAN'S COMBAT.
07	**VARIABLE TWIST 2** COST: 1000	IMPROVES THE SPIDER-MAN VARIABLE TWISTS BY ALLOWING FOR AN ADDITIONAL TWIST.
08	**VARIABLE TWIST 3** COST: 1500	IMPROVES THE SPIDER-MAN VARIABLE TWISTS BY ALLOWING FOR A THIRD ADDITIONAL TWIST.
09	**VARIABLE TWIST 4** COST: 1500	IMPROVES THE SPIDER-MAN VARIABLE TWISTS BY ALLOWING FOR A FOURTH ADDITIONAL TWIST.
10	**VARIABLE TWIST 5** COST: 2000	IMPROVES THE SPIDER-MAN VARIABLE TWISTS BY ALLOWING FOR A FIFTH ADDITIONAL TWIST.

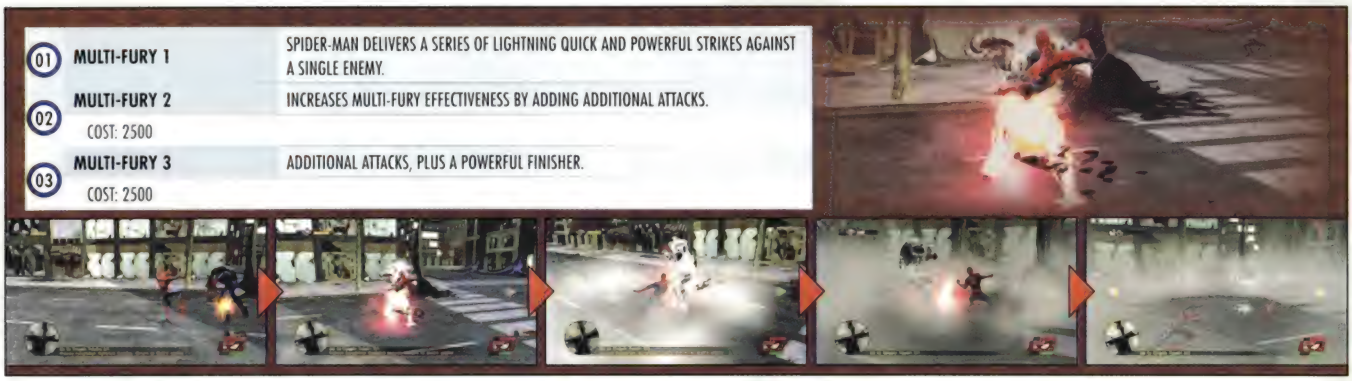


SPECIAL ATTACK

01 02 03
04 05 06
07 08 09

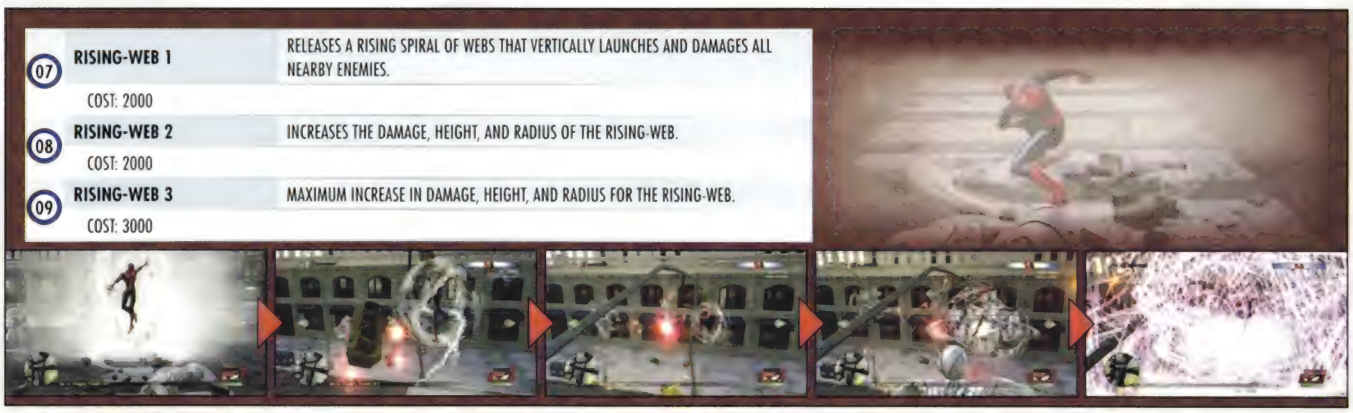
SPECIAL ATTACK

01	**MULTI-FURY 1**	SPIDER-MAN DELIVERS A SERIES OF LIGHTNING QUICK AND POWERFUL STRIKES AGAINST A SINGLE ENEMY.
02	**MULTI-FURY 2** COST: 2500	INCREASES MULTI-FURY EFFECTIVENESS BY ADDING ADDITIONAL ATTACKS.
03	**MULTI-FURY 3** COST: 2500	ADDITIONAL ATTACKS, PLUS A POWERFUL FINISHER.

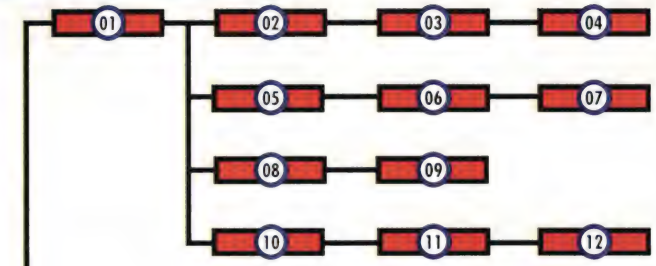


04	**WEB BLIZZARD 1** COST: 2000	AN AREA WEB ATTACK THAT SUBDUES ALL NEARBY ENEMIES.
05	**WEB BLIZZARD 2** COST: 2000	INCREASES THE EFFECTIVE RADIUS OF THE WEB-BLIZZARD.
06	**WEB-BLIZZARD 3** COST: 3000	MAXIMUM INCREASE IN EFFECTIVE RADIUS FOR THE WEB-BLIZZARD.

07	**RISING-WEB 1** COST: 2000	RELEASES A RISING SPIRAL OF WEBS THAT VERTICALLY LAUNCHES AND DAMAGES ALL NEARBY ENEMIES.
08	**RISING-WEB 2** COST: 2000	INCREASES THE DAMAGE, HEIGHT, AND RADIUS OF THE RISING-WEB.
09	**RISING-WEB 3** COST: 3000	MAXIMUM INCREASE IN DAMAGE, HEIGHT, AND RADIUS FOR THE RISING-WEB.



WEB-SHOT

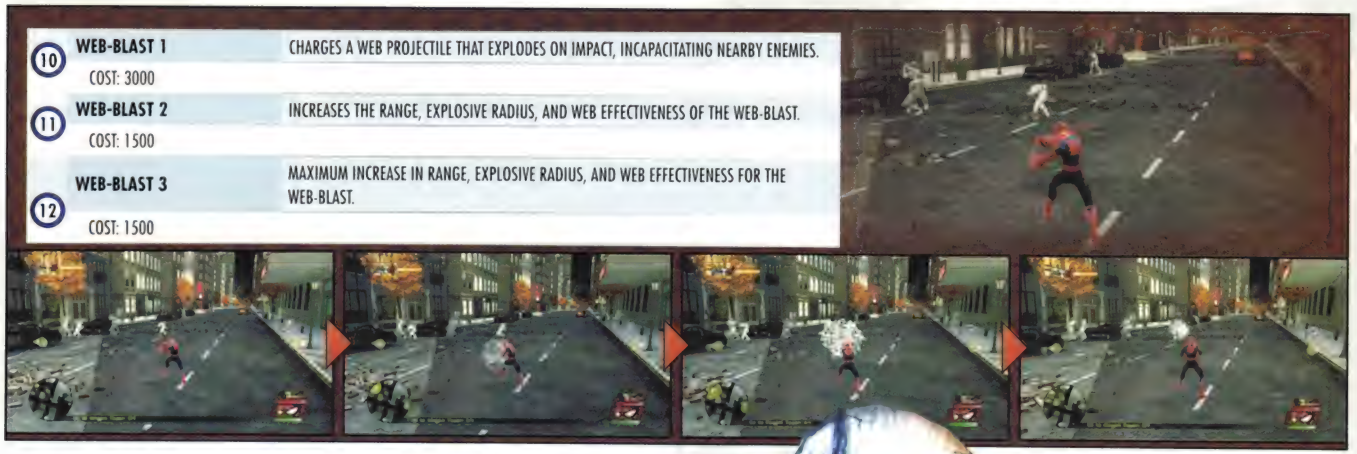


WEB-SHOT

01	**WEB-SHOT**	WEB-SHOT STOPS ENEMIES IN THEIR TRACKS AND TEMPORARILY DISABLES THEM.
02	**WEB-RANGE 1**	INCREASES THE RANGE OF WEB-SHOT.
	COST: 1500	
03	**WEB-RANGE 2**	FURTHER INCREASES THE RANGE OF WEB-SHOT
	COST: 2000	
04	**WEB-RANGE 3**	MAXIMUM INCREASE IN RANGE FOR WEB-SHOT
	COST: 3000	
05	**WEB-POWER 1**	INCREASES THE ABILITY TO QUICKLY SUBDUE AN ENEMY.
	COST: 1500	
06	**WEB-POWER 2**	FURTHER INCREASES THE ABILITY TO QUICKLY SUBDUE AN ENEMY.
	COST: 2000	
07	**WEB-POWER 3**	MAXIMUM INCREASE IN THE ABILITY TO QUICKLY SUBDUE AN ENEMY.
	COST: 3000	

08	**WEB-FLURRY 1** COST: 2500	RAPIDLY FIRED WEBS INCREASE THE ABILITY TO QUICKLY SUBDUE ENEMIES.
09	**WEB-FLURRY 2** COST: 3000	INCREASES EFFECTIVENESS AND ENDS WITH AN EXTRA BLAST OF WEB.

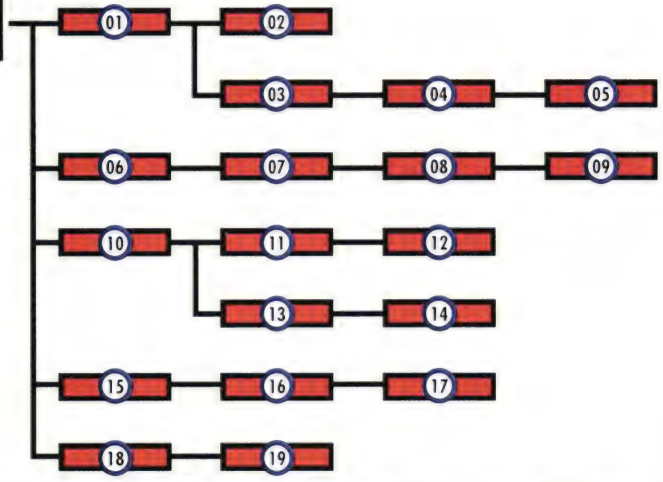
10	**WEB-BLAST 1** COST: 3000	CHARGES A WEB PROJECTILE THAT EXPLODES ON IMPACT, INCAPACITATING NEARBY ENEMIES.
11	**WEB-BLAST 2** COST: 1500	INCREASES THE RANGE, EXPLOSIVE RADIUS, AND WEB EFFECTIVENESS OF THE WEB-BLAST.
12	**WEB-BLAST 3** COST: 1500	MAXIMUM INCREASE IN RANGE, EXPLOSIVE RADIUS, AND WEB EFFECTIVENESS FOR THE WEB-BLAST.



BLACK SUIT

GROUND ATTACK

GROUND ATTACK



01 GROUND ATTACK — BASIC BLACK SUIT GROUND COMBO.

02 SYMBIOTE-CHARGE — ADDS AN ADDITIONAL METHOD FOR DELIVERING DAMAGE TO ENEMIES.
COST: 2500

03 TENDRIL-WHIP 1 — OPENS AN ALTERNATE SET OF ATTACKS FOR THE BLACK SUIT'S GROUND COMBOS.
COST: 3000

04 TENDRIL-WHIP 2 — IMPROVES THE TENDRIL-WHIP BY ADDING ANOTHER ATTACK.
COST: 4000

05 TENDRIL-EXPLOSION — IMPROVES THE TENDRIL-WHIP BY ADDING AN EXPLOSIVE FINISHER.
COST: 6000

06	**ELBOW-SMASH 1** COST: 2000	ADDS A SPINNING ELBOW STRIKE TO THE BLACK SUIT GROUND COMBO.
07	**ELBOW-SMASH 2** COST: 2000	ADDS AN ADDITIONAL SPINNING ELBOW STRIKE TO THE BLACK SUIT GROUND COMBO, FOR WHICH NO ADDITIONAL INPUT IS NEEDED.
08	**ELBOW-SMASH 3** COST: 2000	ADDS A THIRD AND FINAL SPINNING ELBOW STRIKE TO THE BLACK SUIT GROUND COMBO, FOR WHICH NO ADDITIONAL INPUT IS NEEDED.
09	**ELBOW-SMASH 4** COST: 2000	ADDS A BACKHAND FINISHING MOVE AT THE END OF THE SPINNING ELBOW STRIKES.

10	**TENDRIL-BURST** COST: 3000	SPIDER-MAN CAN TRIGGER A POWERFUL, AREA-OF-EFFECT SYMBIOTE ATTACK FROM BENEATH THE GROUND.
11	**TENDRIL-BURST RANGE 1** COST: 1500	IMPROVES THE RANGE OF THE TENDRIL-BURST ATTACK.
12	**TENDRIL-BURST RANGE 2** COST: 2000	FURTHER IMPROVES THE RANGE OF THE TENDRIL-BURST ATTACK.
13	**TENDRIL-BURST DAMAGE 1** COST: 1500	IMPROVES THE DAMAGE OF THE TENDRIL-BURST ATTACK.
14	**TENDRIL-BURST DAMAGE 2** COST: 2000	FURTHER IMPROVES THE DAMAGE OF THE TENDRIL-BURST ATTACK.

15	**COUNTER ATTACK** COST: 1500	COUNTERS AN ENEMY'S ATTACK. ONCE PURCHASED, COUNTER ATTACK IS AVAILABLE FOR USE FOR THE RED AND BLACK SUITS.
16	**COUNTER 2** COST: 1000	IMPROVES THE COUNTER ATTACK ABILITY BY INCREASING THE DAMAGE AREA-OF-EFFECT.
17	**COUNTER 3** COST: 1500	FURTHER IMPROVES THE COUNTER ATTACK ABILITY BY INCREASING THE DAMAGE AREA-OF-EFFECT.

18	**UPPERCUT LAUNCH** COST: 500	LAUNCHES ENEMIES INTO THE AIR, MAKING THEM SUSCEPTIBLE TO AERIAL ATTACKS.
19	**UPPERCUT 2** COST: 1500	IMPROVES THE UPPERCUT LAUNCH BY AFFECTING MULTIPLE OPPONENTS; ALSO AFFECTS HEAVY OBJECTS LIKE VEHICLES.

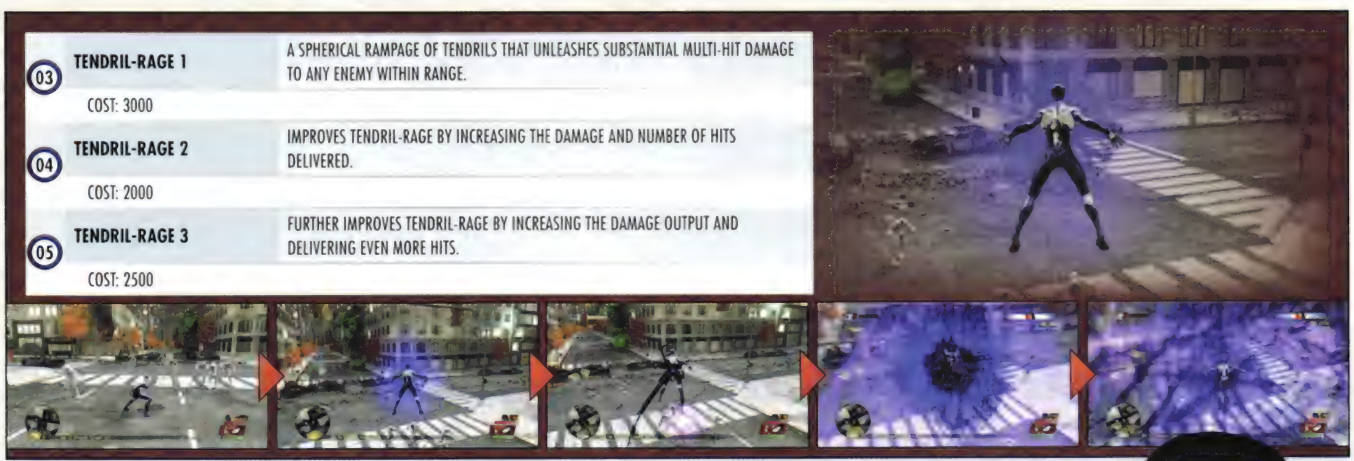
AIR ATTACK

AIR ATTACK

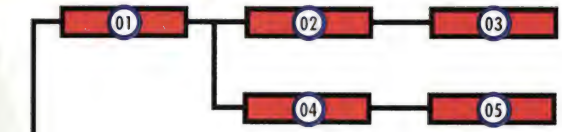
01 02 03 04 05

01	**AIR ATTACK**	BASIC BLACK SUIT AERIAL COMBO.
02	**TENDRIL-SWEEP**	SYMBIOTE TENDRILS ARE ADDED TO THE STANDARD AIR ATTACKS FOR EXTRA DAMAGE AND RANGE, AS WELL AS A DEVASTATING FOURTH STRIKE.
	COST: 3000	

03	**TENDRIL-RAGE 1**	A SPHERICAL RAMPAGE OF TENDRILS THAT UNLEASHES SUBSTANTIAL MULTI-HIT DAMAGE TO ANY ENEMY WITHIN RANGE.
	COST: 3000	
04	**TENDRIL-RAGE 2**	IMPROVES TENDRIL-RAGE BY INCREASING THE DAMAGE AND NUMBER OF HITS DELIVERED.
	COST: 2000	
05	**TENDRIL-RAGE 3**	FURTHER IMPROVES TENDRIL-RAGE BY INCREASING THE DAMAGE OUTPUT AND DELIVERING EVEN MORE HITS.
	COST: 2500	



WALL ATTACK

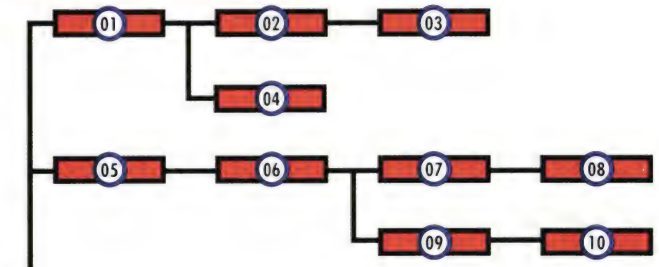


WALL ATTACK

01	**WALL ATTACK**	BASIC BLACK SUIT WALL COMBO.
02	**WALL-UPGRADE 1** COST: 1000	IMPROVES THE BLACK SUIT WALL COMBO BY ADDING AN EXTRA ATTACK.
03	**WALL-UPGRADE 2** COST: 1500	MAXIMUM UPGRADE FOR THE BLACK SUIT WALL COMBO THAT INCREASES THE DAMAGE AND EFFECTIVE RADIUS.

04	**WALL-SMASH 1** COST: 2000	SPIDER-MAN CHARGES UP AND RELEASES A DEVASTATING DOUBLE FIST SLAM.
05	**WALL-SMASH 2** COST: 1500	IMPROVES THE WALL-SMASH.

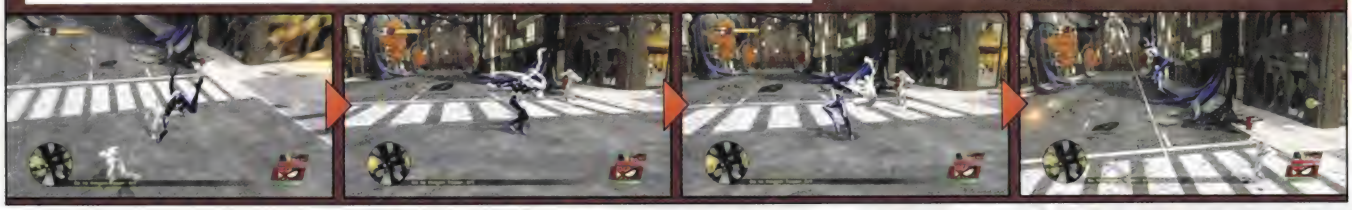
WEB-STRIKE



WEB-STRIKE

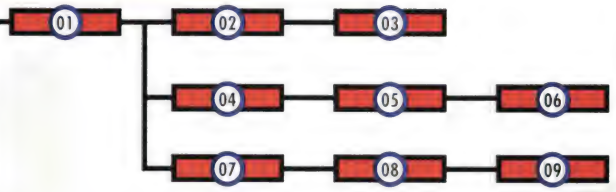
01	WEB-STRIKE BOUNCE 1	PERFORMS A QUICK STOMP ON ENEMIES THAT CAN BE INFINITELY CHAINED TO ADDITIONAL ENEMIES.
02	WEB-STRIKE BOUNCE 2 COST: 2500	IMPROVES THE WEB-STRIKE BOUNCE BY ADDING ADDITIONAL DAMAGE TO EVERY SUCCESSIVE BOUNCE IN THE COMBO.
03	WEB-STRIKE BOUNCE 3 COST: 3000	MAXIMUM UPGRADE THAT ADDS EVEN MORE DAMAGE TO EVERY SUCCESSIVE WEB-STRIKE BOUNCE IN COMBO.

04	WEB-STRIKE THROW COST: 1000	SPIDER-MAN THROWS THE TARGET OF A WEB-STRIKE ATTACK.
05	WEB-STRIKE CRUSH COST: 2500	INCREASES THE FEROCIOUSNESS OF A WEB-STRIKE'S STOMP, EXTENDING THE DAMAGE TO NEARBY ENEMIES.



06	CRITICAL SPIDER-GRIND COST: 2500	IMPROVES THE WEB-STRIKE CRUSH BY ALLOWING SPIDER-MAN TO GRIND AN ENEMY ALONG THE GROUND FOR EXTRA DAMAGE.
07	SPIDER-GRIND RANGE 1 COST: 1000	INCREASES THE DISTANCE SPIDER-MAN CAN GRIND AN ENEMY.
08	SPIDER-GRIND RANGE 2 COST: 1500	FURTHER INCREASES THE DISTANCE SPIDER-MAN CAN GRIND AN ENEMY.
09	SPIDER-GRIND DAMAGE 1 COST: 1500	INCREASES THE DAMAGE CAUSED WHEN SPIDER-MAN GRINDS AN ENEMY.
10	SPIDER-GRIND DAMAGE 2 COST: 2000	FURTHER INCREASES THE DAMAGE CAUSED WHEN SPIDER-MAN GRINDS AN ENEMY.

SPECIAL ATTACK



SPECIAL ATTACK

All Special Attacks require the use of the Ally meter.

01	**BEATDOWN 1**	SPIDER-MAN JUMPS ON THE ENEMY AND DELIVERS BRUTAL PUNCHES IN RAPID SUCCESSION.
02	**BEATDOWN 2** COST: 2000	IMPROVES BEATDOWN 1 BY ALLOWING UP TO FOUR ADDITIONAL PUNCHES.
03	**BEATDOWN 3** COST: 2500	IMPROVES BEATDOWN 2 BY ALLOWING UP TO FOUR ADDITIONAL PUNCHES.

04	**TENDRIL-GRASP 1** COST: 2000	SPIDER-MAN SENDS OUT MULTIPLE SYMBIOTE TENDRILS FROM HIS SUIT TO PULL ENEMIES IN BEFORE DELIVERING AN EXPLOSIVE RADIUS ATTACK THAT SENDS THEM FLYING.
05	**TENDRIL-GRASP 2** COST: 1500	IMPROVES THE TENDRIL-GRASP BY INCREASING THE NUMBER OF TENDRILS THAT CAN PULL IN ENEMIES.
06	**TENDRIL-GRASP 3** COST: 2000	FURTHER IMPROVES THE TENDRIL-GRASP BY INCREASING THE NUMBER OF TENDRILS THAT CAN PULL IN ENEMIES.

07	**GROUND-POUND** COST: 3000	SPIDER-MAN STRIKES THE GROUND, CAUSING TENDRILS TO SPIKE AND HIT ALL NEARBY ENEMIES.
08	**GROUND-POUND 2** COST: 2000	IMPROVES THE GROUND-POUND BY INCREASING THE EFFECTIVE RADIUS AND DAMAGE.
09	**GROUND-POUND 3** COST: 2500	MAXIMUM UPGRADE FOR GROUND-POUND THAT INCREASES THE EFFECTIVE RADIUS AND DAMAGE EVEN FURTHER.

TENDRIL ATTACK

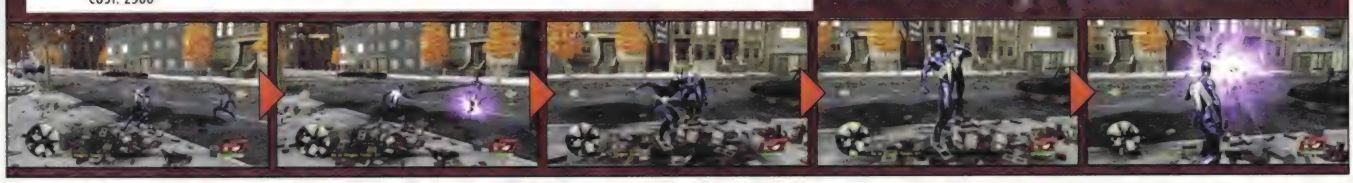
01 02 03 04 05 06 07 08

TENDRIL ATTACK

01	**TENDRIL ATTACK**	USE WEBS TO PULL NEARBY, LIGHTWEIGHT ENEMIES TOWARD SPIDER-MAN. ONCE IN SPIDER-MAN'S GRASP, HE CAN THROW THE FOES AT TARGETS.
02	**TENDRIL-PULL 1** COST: 1000	IMPROVES WEB-PULL BY EXCHANGING WEBS FOR SYMBIOTE TENDRILS. UPGRADE ALSO INCREASES THE OVERALL RANGE AND ENABLES SPIDER-MAN TO PULL LARGER ENEMIES.
03	**TENDRIL-PULL 2** COST: 1500	IMPROVES TENDRIL-PULL BY FURTHER INCREASING THE LENGTH OF THE SYMBIOTE TENDRIL.
04	**TENDRIL-PULL 3** COST: 2000	THIS MAXIMUM UPGRADE FOR TENDRIL-PULL INCREASES THE LENGTH OF THE SYMBIOTE TENDRIL.

05	**SYMBIOTE-SLAM 1** COST: 2500	ONCE SPIDER-MAN PULLS AN ENEMY NEAR, HE CAN SLAM THAT ENEMY INTO THE GROUND, SUBSEQUENTLY BOUNCING THE VICTIM INTO THE AIR.
06	**SYMBIOTE-SLAM 2** COST: 1500	IMPROVES THE SYMBIOTE-SLAM BY ADDING TO THE AREA-OF-EFFECT.

07	**CHOKE-EXPLOSION 1** COST: 3500	IMPROVES THE SYMBIOTE-SLAM BY TRIGGERING AN EXPLOSION ON A GRABBED ENEMY FOR INCREASED DAMAGE. NEARBY ENEMIES ARE ALSO DAMAGED BY THE EXPLOSION.
08	**CHOKE-EXPLOSION 2** COST: 2500	IMPROVES THE CHOKE-EXPLOSION BY INCREASING THE DAMAGE AND RANGE OF THE EXPLOSION.



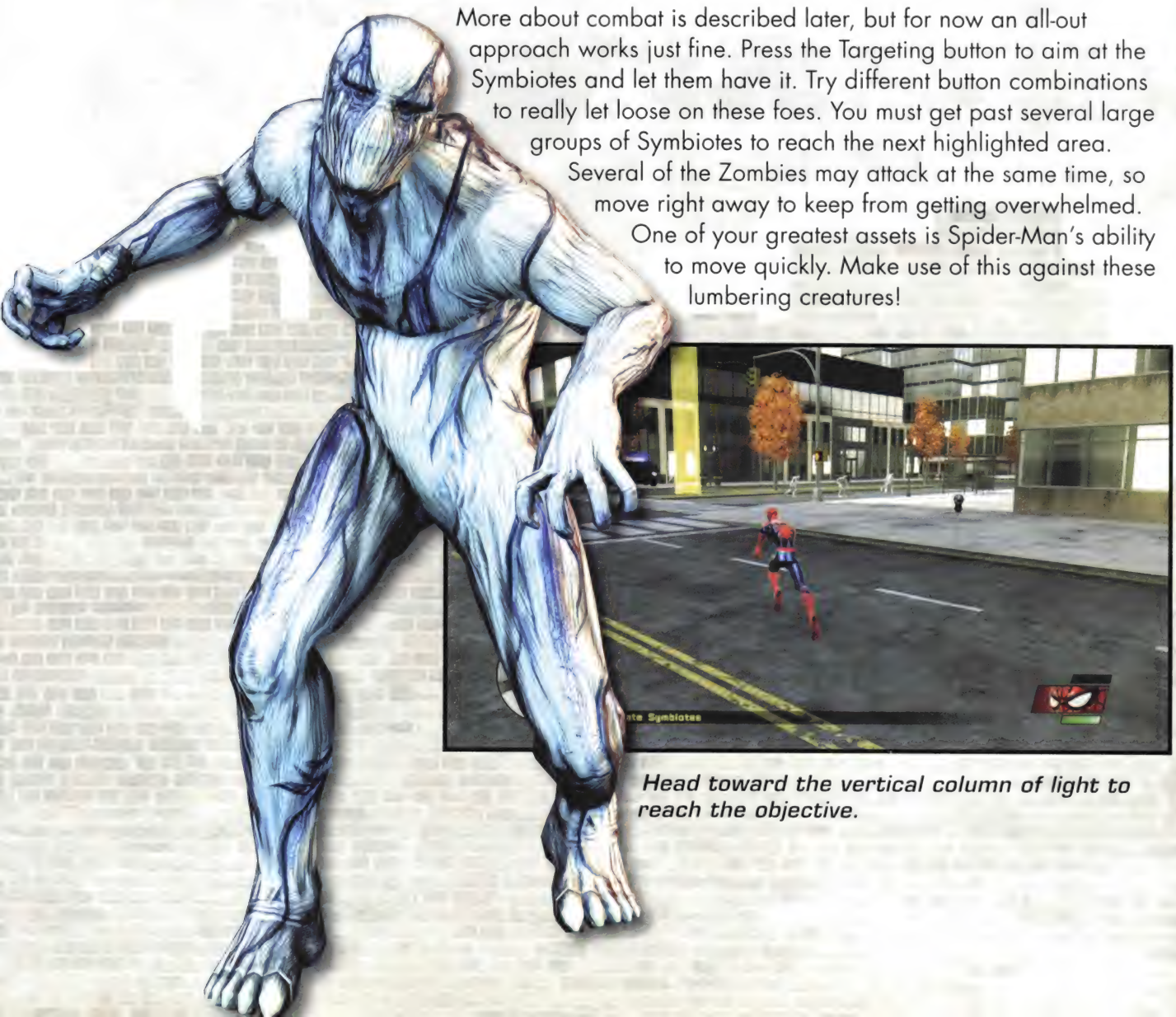
PRELUDE

New York is under siege. Twisted Symbiotes are running rampant throughout the city and, despite the best efforts of the city's heroes and even S.H.I.E.L.D., the Symbiotes are gaining more ground. As desperate battles wage in the buildings and streets, Spider-Man must make difficult choices if he is to save the city and the people he cares about. Will you choose to walk the straight and narrow hero's path, or will you do whatever is necessary to win the day?

The game begins in the middle of a war zone. Notice the yellow circle on-screen and the yellow dot on the mini-map in the lower-left corner. This dot indicates your objective. If at any time you don't know where to go, just follow this dot to reach the next goal.

Upon reaching the highlighted area, eliminate the Symbiote Zombies in the area. These foes are the weakest of the Symbiotes. They don't put up much of a fight, but they can prove to be dangerous in large numbers.

More about combat is described later, but for now an all-out approach works just fine. Press the Targeting button to aim at the Symbiotes and let them have it. Try different button combinations to really let loose on these foes. You must get past several large groups of Symbiotes to reach the next highlighted area. Several of the Zombies may attack at the same time, so move right away to keep from getting overwhelmed. One of your greatest assets is Spider-Man's ability to move quickly. Make use of this against these lumbering creatures!



Head toward the vertical column of light to reach the objective.

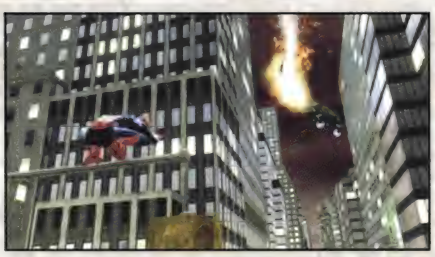
After cleaning them out, it's time to find the next objective. Spider-Man may be quick on his feet, but he is even quicker while swinging through the air. Use the Web Swing to move swiftly to the next objective.

Press the basic attack button to strike these creepy foes.

At the next objective, Spider-Man must defeat another group of Symbiote foes. As before, use basic attacks to defeat this group. When this group is history, Spider-Man must fight a larger infestation of Zombies to continue down the street. Afterwards, a S.H.I.E.L.D. transport crashes into a nearby building.

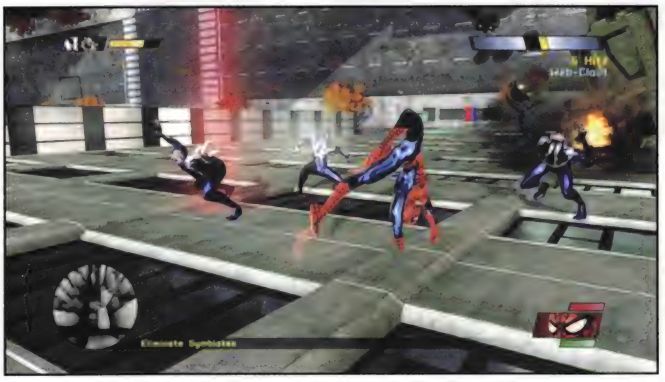
Use Web Swing to quickly reach the next destination.

Although they are used to fighting, these S.H.I.E.L.D. soldiers find themselves in quite a predicament. Use Web Zip to reach the building. Climb up the outside of the structure to fend off the tougher Symbiotes surrounding the transport. Continue up the wall, fighting Symbiotes along the way.



Climbing 101

To climb a wall, position Spider-Man against a wall for a moment and press up. With him on the wall, press the Wall Run button to scurry up the wall. Fighting while on a wall is no different than fighting while on the ground, so use similar tactics to eliminate the Symbiotes.



The Vulturling Symbiotes are attempting to carry off a S.H.I.E.L.D. agent! Follow the on-screen prompts and use Spider-Man's web-shooting ability to save the soldier and take him to the Secondary Rendezvous objective (refer to the in-game map). Once there, the other agents offer their help.

Save the S.H.I.E.L.D. soldier!

Now it's time to help S.H.I.E.L.D. fight past more Symbiotes. After defeating the Zombies, it becomes apparent that there is a much bigger problem. When the pod comes into view, defeat the Symbiote Snatchers around the base of the wall to allow for more room to get up there. Press against the wall to climb it and run up the wall. Fight past the Symbiotes to reach the pod. You don't need to defeat them all; the main objective is destroying the pod. Once it is destroyed, you receive some clues as to what is transpiring in the city.

Make your way past these Snatchers to reach the wall.

Head towards the pod.

Destroy the pod!

HE'S BACK

The story begins four days before the strange events that just occurred. Venom is once again causing trouble and it is up to Spider-Man to stop him!

While fighting with Venom, some of the Symbiote on his body moves toward Spider-Man! But there's no time to worry about it now, you must stop this maniac!

Venom is a tough foe and regular attacks won't inflict much damage against him. Instead, use the power of the Symbiote to defeat him! This **Black Suit** provides the extra power needed to take him down. You'll need something bigger than Spider-Man's two fists to smack down this menace. Pick up and throw cars by pressing the Action button per the on-screen instructions. Hit Venom with enough vehicles to make him try new tactic.

Red vs. Black

The Black Suit provides more strength, but at a deadly cost. You can constantly fight against the suit's influence, or choose to fully succumb to it. The actions you take illustrate how much control the Black Suit has over Spider-Man.

When you perform heroic actions, such as saving civilians, you gain Red points. When you choose actions that go against the hero's code, you gain Black points, which affects Spider-Man's alignment. This alignment affects how the game's story plays out. In addition, it determines which allies are willing to fight alongside Spider-Man.

Because Venom lost some of his Symbiote to Spider-Man, he decides to take something that belongs to him—Mary Jane! Keep Venom from reaching Mary Jane. Venom hits hard and can take a lot of punishment, so continue to pummel him hard with more cars.

After the fight, Mary Jane doesn't make it out unscathed. Once she is on her way to the hospital, follow the ambulance to make sure she arrives safely. Running after it won't do the trick; luckily, Spider-Man doesn't have to rely on his feet. To Web Swing, press the Web Swing button to shoot webs and start to swing. To steer your swing, simply move the same way you would if you were on the ground. Web swinging is the most efficient method of moving around the city and the one you will make the most use of. To complete this mission, you must keep up with the ambulance and swing through the two yellow markers along the way.

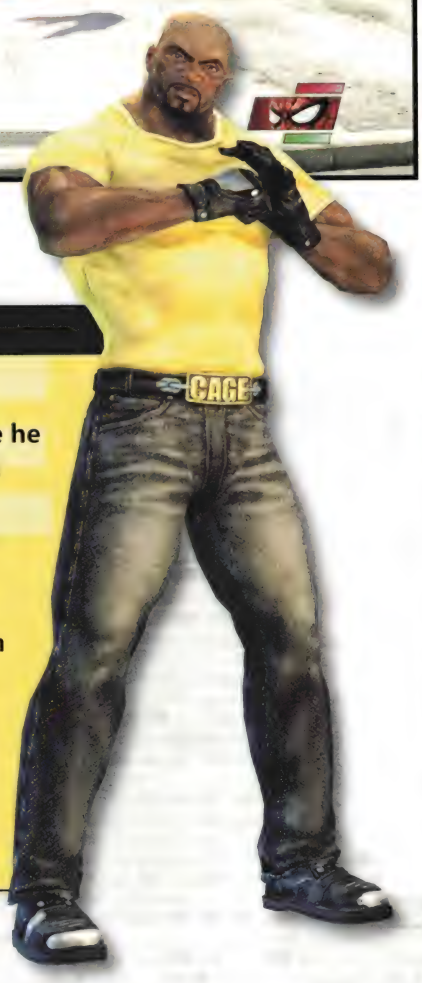
Unfortunately, once MJ safely arrives at the hospital, the trouble doesn't end. In fact, just as the ambulance arrives, Spider-Man finds himself in the middle of a gang war!

SURGICAL STRIKES

The two dominant gangs in the area, the Park Aves and the Rolling 7s, have brought their fight right to the hospital doors! Nothing short of beating some sense into all of these thugs is going to stop the violence. These guys are fairly weak. Just lay into them with your fists and it doesn't take much until their reinforcements arrive.

LUKE CAGE

Luke Cage was wrongfully convicted of a crime he didn't commit. While in prison, he volunteered for an experiment that left him with titanium hardened skin and enhanced musculature. The end result made him tougher and stronger than most heroes and bad guys. Cage uses his abilities to deal out his own brand of justice on the streets and he needs Spider-Man's help to handle this latest gang problem.



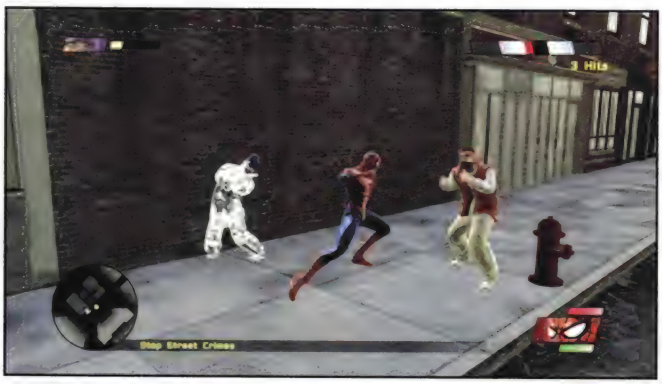
HELP LUKE CAGE DEFEAT AREA CRIME

You find yourself in a bit of a tight spot, but Cage's arrival distracts the thugs. Help him clean up the streets by taking out all the gang members near the hospital. After doing so, talk to Cage.

REDUCE CRIME IN HARLEM

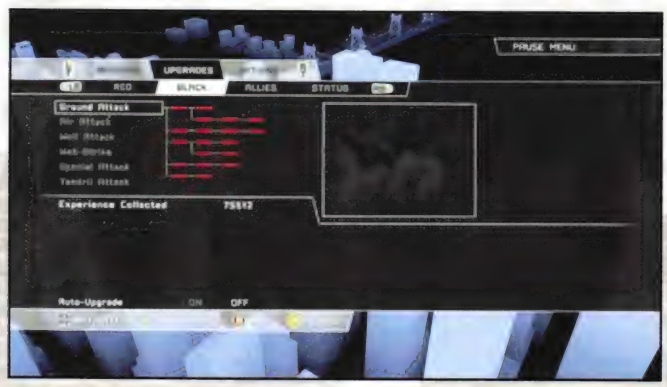
OBJECTIVE: STOP FIVE CRIMES.
XP: 1000

Talk to Cage to trigger this mission. Throughout the game, Spider-Man will receive missions from various people. Some missions advance the story, while others are completely optional. It is always a good idea to complete the optional missions, though, in order to gain extra experience.



The gangs roaming around earlier are still causing trouble in the streets! There are plenty of thugs around, so get to work. These foes aren't any tougher than the previous thugs, so cleaning up this mess shouldn't be a problem. When the job is done, walk over to Luke Cage in the park.

At this point, you can now view your upgrades and missions. Doing so pauses the game, allowing you to see your available missions and upgrade Spider-Man's abilities.



Spiders

To gain levels, you must collect Spiders. These glowing icons are located throughout the city, so search high and low to find them. Each subsequent level requires you to collect more Spiders than the previous one, so always collect them as you pass by. Pick up the Spider in front of the Hospital before moving on.

To track your main objectives, keep an eye on the game's mini-map. Red dots indicate crimes taking place; swing toward the red dots to stop any thugs committing crimes. Remember that these criminals can be anywhere, even on the top of buildings! After successfully stopping five crimes, seek out Luke Cage to offer Spider-Man's unique services.

GANG WAR

The altercation at the hospital is just one small outbreak of the gang violence ripping apart this area of the city. Luke Cage is impressed with Spider-Man's work and asks for more help in cleaning up the streets and getting to the root cause of the war. Follow the yellow marker that appears on-screen and the mini-map to locate Cage in the park.

LUKE CAGE
Good job, Spidey. Thanks to you, the gangs are thinking twice before having a shoot out in the middle of the street. But we have to keep up the pressure.
CONTINUE

GO TO HIT LOCATION

OBJECTIVE:	GO TO HIT LOCATION.
XP:	N/A

In this mission, Luke Cage teaches Spider-Man how to use his Spider Sense. Someone has put a hit out on Cage's informant and he needs help stopping the snipers before it is too late. When using Spider-Sense, it's possible to pick the bad guys out of a crowd before they can harm anyone. Follow the yellow marker on the game's mini-map to reach the hit location.

Travel toward the yellow circle.

UNCOMMON SENSE

OBJECTIVE:	TARGET FOUR ENEMIES, STOP FOUR ENEMIES
XP:	1250 EXP

Blue = civilians

Red = enemies.

Press the Lock On button to lock onto the informant. After doing so, a vertical column of light highlights the locked target. Notice that he is outlined in blue (the same is true on the mini-map). When using Spider-Sense, remember the following:

Target the informant.

After locating the informant using Spider-Sense, activate it a second time to locate the bad guys. Remember to scan the area thoroughly for the intended targets.

The objective is to stop the four thugs before they shoot the informant! The top bar on the left represents the informant's health, so keep an eye on him. Directly underneath the bar is your target's health. After preventing the hit from occurring, return to Luke Cage (follow the yellow objective marker).

After defeating a thug, try to quickly target the next one.

SPIDER SENSE 10 THUGS

OBJECTIVE: SPIDER SENSE 10 THUGS.
XP: 250

After completing the "Uncommon Sense" mission, speak with Cage to trigger this mission. You can easily accomplish this one while taking on the next optional missions to acquire some much needed experience. While moving around the city, use Spider-Sense to locate enemies. In any event, this is a good habit to follow, as it enables you to find enemies quickly and it helps to prevent foes from sneaking up from behind.

THUG BASHING, PART 1

OPTIONAL

OBJECTIVE: DEFEAT 25 THUGS.
XP: 1000

Each time a thug is defeated, it means there is one less bad guy causing trouble for the innocent civilians. Defeat 25 enemies and clean up the streets!

Send foes flying with a powerful kick!

THUG BASHING, PART 2

OPTIONAL

OBJECTIVE: DEFEAT 75 THUGS.
XP: 2000

You managed to clean up the streets already, but there are always more thugs committing crimes in the city. Defeat 75 enemies to make the streets safer for everyone. This mission unlocks after successfully completing "Thug Bashing, Part 1."

THUG BASHING, PART 3

OPTIONAL

OBJECTIVE:	DEFEAT 150 THUGS.
XP:	3000

If you've completed the previous optional missions, then you've made quite a dent in the local gang population! However, there is still more work to be done. Defeat 150 thugs to complete this mission.

Spiders!

There are many Spiders hidden throughout Central Park. Several of them are resting near the ground, just waiting to be scooped up. Web-Swing over to the park to find some Spiders and level up in the process.

SAVE THREE CIVILIANS

OPTIONAL

OBJECTIVE:	SAVE THREE CIVILIANS.
XP:	500

This gang war is causing massive damage and innocent civilians are often caught in the middle of it all. Try to rescue three citizens from the cross fire.

After locating an injured civilian, pick them up and deliver them to the hospital. Several clues appear on-screen to do this once you approach a civilian in danger. To rescue a civilian, you must remove him from danger and deliver him to the hospital. While carrying a civilian, an objective marker appears on the mini-map to illustrate the path to the hospital. Be careful, though, because injured civilians continue to deteriorate during this trek. Watch the health bar below the objective marker on-screen and get the person to the hospital right away! Every time you save a civilian, you gain +10 Red points.

A civilian has been injured!

With the injured person in your sights, pick her up.

Deliver the civilian safely to the gurney in front of the hospital.

Exploding Cars

On occasion, all of the weaponry being thrown around in the city causes some cars to explode. When this occurs, you can save the civilian inside the vehicle. Saving a civilian and taking him to safety results in 10 Red points. If a car explodes and the civilian inside isn't saved in time, you gain 10 Black points. If you want to follow the Red path, always make civilians your first priority. If you plan to follow the Black path, then there's no reason to worry about the regular folks!

CAGE MATCH

OBJECTIVE:	COMPLETE FIVE WEB-STRIKE HITS.
	ABORT TWO WEB-STRIKE ATTACKS.
	PERFORM TWO OVER-COUNTERS.
XP:	1000

This mission becomes available upon completion of the "Spider Sense 10 Thugs" mission. Luke Cage has years of fighting experience and he's willing to share some of that knowledge with Spider-Man. In "Cage Match," he teaches Spider-Man an extremely valuable move—Web-Strike.

Cage explains how to use this move to get in and out quickly. Press the Web-Strike button to shoot a web at your intended target, then press that button again when you're almost on top of the target. To complete the mission, you must score five Web-Strike hits against Cage. The trick is to correctly time your strikes. After starting a Web-Strike, wait until Spider-Man is right on top of Cage, then press the Web-Strike button a second time. It will probably take a bit of practice to get the timing down, but it is well worth the effort. This move is one that you will use quite often throughout the game, so learn it well!

Beginning the Web-Strike.

Not all Web-Strikes will connect. A shattered web indicates that an enemy successfully avoided the attack. When a Web-Strike gets shattered, press the Jump button to abort the Web-Strike. This will prevent Spider-Man from jumping right into their counterattack. Part of this mission is successfully aborting two Web-Strikes.

Instead of aborting a failed Web-Strike, you may want to attack a foe as he is attempting to attack. This is called an Over-Counter. To perform this move, press the Web-Strike button just before your opponent hits you. Getting the timing down for an Over-Counter can be tough at first, but it just takes practice and it is a very good move to master. Many opponents can counter a Web-Strike, so having the ability to Over-Counter makes all the difference in the world during a tough fight. You must complete two Over-Counters of his attacks to finish the mission.

Watch out for shattered webs!

A successful Over-Counter!

WEB-STRIKE THUGS 10 TIMES

OBJECTIVE: USE WEB-STRIKE ON 10 THUGS.
XP: 500

This mission is unlocked upon completion of the "Cage Match" mission. Use the new Web-Strike ability on 10 Thugs to complete it. You can do this at the same time as the "Thug Bashing" mission.

Allies

After completing "Cage Match," Luke Cage is added as an ally. Once the Ally Meter is full, you can call an ally to join Spider-Man in the fight. The allies only appear when you are close to a fight; they won't run around the city with Spider-Man. Heroes only join the fight while you are firmly in control of Spider-Man. If you let the Black Suit rule your actions in the game, villains will join Spider-Man.

FIND TRAINING LOCATION

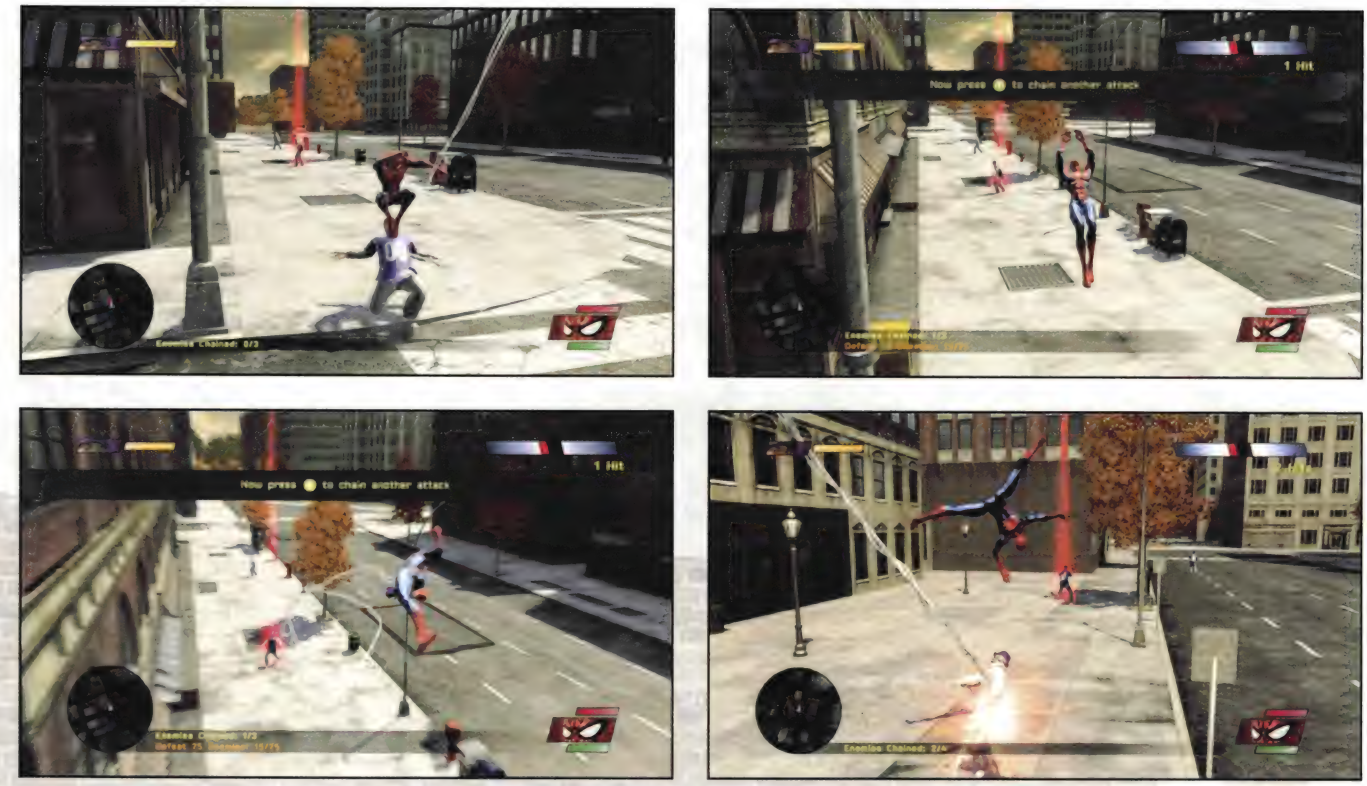
OBJECTIVE: FIND THE TRAINING LOCATION WHERE CAGE IS WAITING.
XP: N/A

Meet Luke Cage for some additional training. Follow the objective located on the mini-map to find the location where he is waiting.

CHAIN REACTION

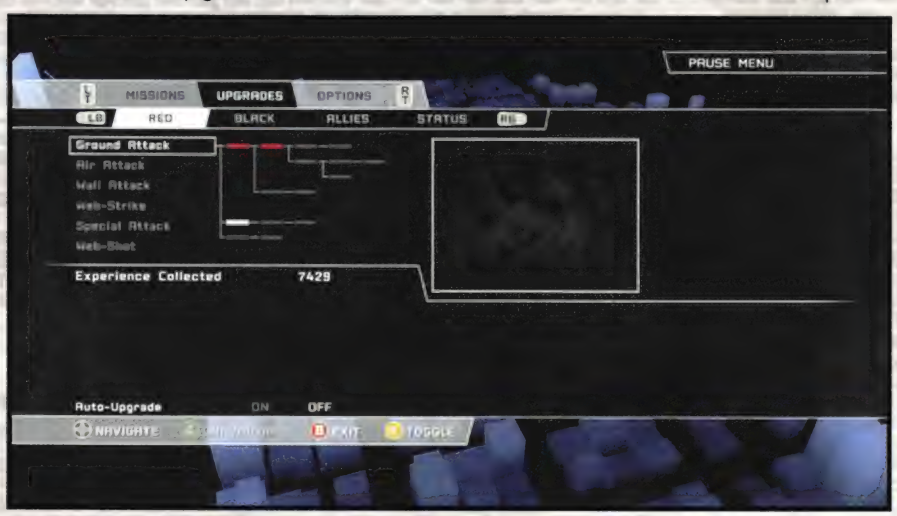
OBJECTIVE:	CHAIN WEB-STRIKE THREE GROUPS OF ENEMIES.
XP:	1000

Groups of no-account Thugs are attempting to extort money from the local citizens. Cage wants Spider-Man to use his Web-Strike ability to take out the Thugs below. As you hit each one, quickly target the next enemy to chain together Web-Strikes. Spider-Man must defeat groups of three, four, and six thugs in this manner. If a Web-Strike misses causing the chain to break, you fail the mission.



Chain several Web-Strikes together to eliminate the entire group.

At this point, you should be able to upgrade Spider-Man's abilities. At the Upgrade menu, you can upgrade abilities for both the Red and Black suit. Even if you are choosing to follow one alignment exclusively, it is beneficial to upgrade both sides as there are some battles that require the use of the other suit.



Upgrade Spider-Man's abilities to get an extra edge.

FIND THE ROLLING 7S' HIDEOUT

OBJECTIVE:	FIND THE HIDEOUT.
XP:	N/A

After completing the "Chain Reaction" mission, Cage sends Spider-Man on another mission. Cage knows that the only way to stop the violence for good is to get the gangs to agree to a peace treaty. Getting the leaders of both gangs to agree to a conference will be tricky, but Cage has a plan. He sends Spider-Man to do a favor for the Rolling 7s to get them to agree to the meeting.

Find the gas station where the Rolling 7s are hiding out.

NO DICE

OBJECTIVE:	PROTECT THE GAS STATION. DISABLE FIVE OF THE PARK AVES' VEHICLES BEFORE THEY CAN DESTROY THE GAS STATION.
XP:	2500

The Park Aves are trying to get at the Rolling 7s by blowing up the gas station where they hide out. Their cars are circling the block, attacking the station. To stop the attack, you must stop their cars!

Stop the Park Aves!

This can be a challenging mission. The cars don't stop moving, so you must keep up with them. While the cars are vulnerable to almost any attack, use multiple Web-Strikes for a quick victory. This move has the advantage of taking Spider-Man right to the target, thus eliminating the need to chase the moving cars. Target a vehicle and use a Web-Strike on it until it is destroyed; it usually takes about three or four attacks.

The Park Aves cause quite a bit of damage to the station each time they drive by, so there isn't much time to eliminate them. The Gas Station has a "health bar," as do the targets in the upper-left. After saving the station, the leader of the Rolling 7s agrees to talk.

The cars begin to smoke after taking a certain amount of damage.

WRECKING LOW RIDERS

OPTIONAL

OBJECTIVE:	DISABLE FIVE GANG VEHICLES.
XP:	500

After completing the "No Dice" mission, you can participate in this side mission in which you must destroy five gang vehicles. This can be accomplished by taking the same approach used to destroy the cars menacing the Gas Station. Low Riders are few and far between in this part of the city; disable any you see while completing other missions in the area.

Playing the Hero

Any time you stop gang violence, thwart a high-speed chase, or otherwise help the community you gain extra experience! Lend a hand to the local authorities to stamp out crime!

Help the police whenever possible.

WRECKING BALL

OBJECTIVE:	SWING KICK THREE GROUPS OF THUGS.
XP:	1250

Cage's next mission involves using web attacks to dispose of an entire group of enemies with a single kick. Swing kick by using Web Swing and control the swing by moving the analog stick. Press the Attack button when you're close to the group to take them down. It takes a bit of practice to get accustomed to the Swing Kick, but like Web-Strike, it is a valuable skill to learn. This attack lets you take down large groups of enemies with minimal danger to Spider-Man, which becomes even more important as the foes get bigger and stronger!

SWING-KICK THUGS

OPTIONAL

OBJECTIVE:	SWING-KICK 10 THUGS.
XP:	250

Although this is an optional mission, it is a great way to practice the Swing Kick attack while completing other missions. Since you need to eliminate Thugs anyway, you may as well collect the extra experience for this mission, too.

Bowl the Thugs over with Swing Kick.

HEAVY HITTERS

OPTIONAL

OBJECTIVE: TAKE OUT 10 HEAVY HITTERS.
XP: 750

Now that Spider-Man has made such an impact on the gangs, they decide to unleash their Heavy Hitters. These large foes are more difficult to take down, plus they frequently carry a large bat that they use to inflict damage. You can go toe-to-toe with them on the ground, but they have the advantage at this position and shooting webs at them has little effect. Use Spider-Man's Web-Strike and Swing Kick to attack these bad guys from a distance. Heavy Hitters can break a regular Web-Strike, so use an Over-Counter against them to make things go smoother.

GO TO THE PARK AVE. NEIGHBORHOOD

OBJECTIVE: GO TO THE PARK AVE. NEIGHBORHOOD.
XP: N/A

The leader of the Rolling 7s has agreed to a meeting. Go to the Park Ave. Neighborhood by following the objective marker on the mini-map. Make sure to complete any optional missions before completing this one; if not, you won't be able to complete them.

WHO'S THE BOSS?

OBJECTIVE:	CONFRONT THE PARK AVES' GANG LEADER.
XP:	2500

To get to the Park Aves' leader, you must fight your way to him. Move from objective to objective, beating down the Park Ave members who get in the way. If you take down an entire group, another objective appears. The Web Swing is great at taking these guys out. After fighting several of these groups, Spider-Man will finally reach their leader. After some persuading, he agrees to a meeting with the leader of the Rolling 7s.

Fight past the enemies to reach the boss.

GET TO THE PARLEY

OBJECTIVE:	REACH THE PARLEY LOCATION.
XP:	N/A

Now that the gang leaders have agreed to a parley, hopefully Luke Cage can talk some sense into them. Follow the objective to the parley location in the park.

PARLEY IN THE PARK

OBJECTIVE:	ELIMINATE THE SNIPERS.
XP:	4000

It looks like there is more going on here than just standard gang warfare. Snipers encircle the park, waiting for the leaders to emerge. If the leaders of the two gangs are eliminated, the violence will only escalate. Spider-Man must stop these snipers!

SNIPERS

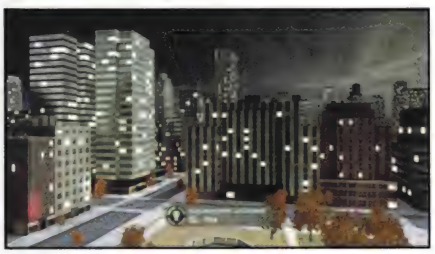
The snipers are positioned on top of the buildings around the park. You must eliminate each sniper by chaining together Web-Strikes. There isn't much time to accomplish this task, so get rolling as soon as the mission begins. The mission starts with 10 seconds, plus you gain four bonus seconds for each foe who is eliminated. There is little room for error here and a mistake at the wrong time could cause you to fail the mission. Web-Strike from target to target; there is no time for web swinging! Several of the snipers are too far away to chain a Web-Strike; instead, it takes a Web Zip to reach them. To perform a Web Zip, quickly press the Web Swing button while moving toward your target. Once Spider-Man is within range, resume with more Web-Strikes.

Upon reaching the last sniper, Spider-Man discovers some disturbing evidence just as a second wave of snipers moves into place. Someone sure wants the gang leaders taken out! Eliminate the second wave of snipers (21 in all) using the same methods as before to return to the park. Once again, there is very little time to reach them all. Once you have taken them down, you are faced with the game's first major decision.

RED PATH OR BLACK PATH

At various points in the game, you are given a choice as to how to handle certain situations. One choice follows the hero's path, indicated by the Red Suit. The other choice demonstrates that you want the Black Suit to influence your judgment. How you choose greatly affects your alignment, so be careful here.

In this case, choosing the Black Suit cut scene unlocks the "Vice" Achievement for 5G. This causes an all-out gang war in the park. To stop it, you must eliminate 16 Thugs. Choosing this option *greatly* increases your Black suit alignment.



Heroes like Luke Cage don't understand the choices you make while wearing the Black Suit.

Choosing the Red Suit option bypasses this extra violence, but unlocks the Virtue Achievement, also worth 5G.

Spider-Man explains how the gangs have been duped.

Both leaders make nice and agree to help Spider-Man if he ever needs their help.

GO TO KINGPIN TOWER

OBJECTIVE:	GO TO KINGPIN TOWER.
XP:	N/A

Someone sent those snipers and Spider-Man has a good idea who it was. Travel across the city to Wilson Fisk Industries to see what you can find out.

BLACK CAT'S BIG HEIST

Wilson Fisk Industries is the business front of the notorious crime lord named Kingpin. There is no telling what is going on inside, but Spider-Man doesn't get the chance to find out. As he arrives at the building, he spots Black Cat running away. Whatever she is up to, it is bound to be no good!

BLACK CAT

Felicia Hardy was raised from a tender age to be the best cat burglar in the world. Although she often flirts with being a hero—and with Spider-Man—she has very little luck with either one. Her unique skills frequently place her at odds with Spider-Man, causing him a great deal of distress.

CUT TO THE CHASE

OBJECTIVE:	DON'T LET BLACK CAT ESCAPE.
	DEFEAT SIX OF BLACK CAT'S ESCORTS.
	DEFEAT BLACK CAT.
	CONFRONT BLACK CAT.
XP:	3500

BLACK CAT

Follow Black Cat as she leads Spider-Man on a chase across the city's rooftops. Stay right on her tail; if she gets too far ahead, you'll fail the mission. This mission provides a good opportunity to practice the Web Zip and Wall Run abilities. You'll need to master both of them to keep up with her!

Once she has led you on a fair chase, several heavily armed armored escorts join the fray. To make matters worse, some of these new foes are on gliders. Use a Web-Strike to reach them all with ease. After defeating six of them, Moon Knight shows up. After speaking to him, continue your pursuit of Black Cat.

Black Cat climbs walls almost as well as Spider-Man!

Take out those escorts!

Black Cat keeps an eye on her little "Spidey-Man."

Moon Knight gets involved..

Don't let Black Cat escape!

When you catch up with her again, she elects to put up a fight! Black Cat has some sneaky moves and would love nothing more than to get Spider-Man in her claws. As the fight moves in Spider-Man's favor, she is whisked away by some of her cohorts on a glider. Use several Web-Strikes to pass through the gliders to reach Black Cat once more. When using Web-Strike against her, be ready to Over-Counter her moves.

Black Cat has some, umm...unique fighting skills.

When she loses about half of her health, she hitches a ride with another glider. Web-Strike each glider to reach her again. During this fight, she will attempt to knock Spider-Man off the side of the building whenever possible. If this occurs, use his Web Zip to quickly return to action.

Bad Kitty

Defeating Black Cat unlocks the "Bad Kitty" Achievement for the Xbox360, which is worth 15G.

Save Black Cat!

After Black Cat falls in defeat, Spider-Man accidentally knocks her off the building and must save her. Press the buttons that appear on-screen to save her. After doing so, you must chase her down again to confront her, at which point you must make a big decision.

Red Path or Black Path?

If you choose the Black path, it means you agree to let Black Cat inject a little fun in your life. After making this choice, you can receive missions from her at her Midtown townhouse.

Select the Red path and you spurn Felicia and leave her behind at her townhouse, returning to Moon Knight for your next set of missions.

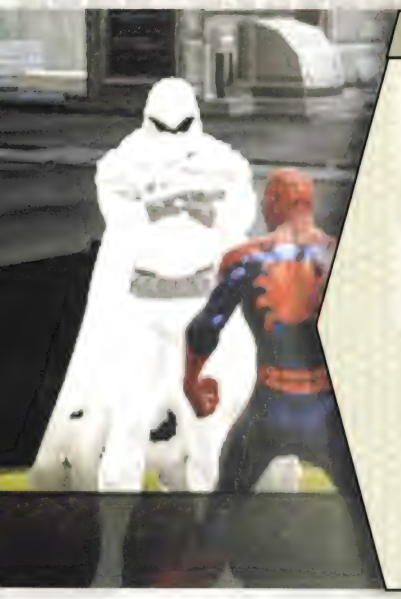
Achievements Unlocked!

Choosing the Black path unlocks the "Id" Achievement (worth 5G), while choosing the Red path unlocks the "Super-Ego" Achievement (worth 5G).

UNDER CONSTRUCTION

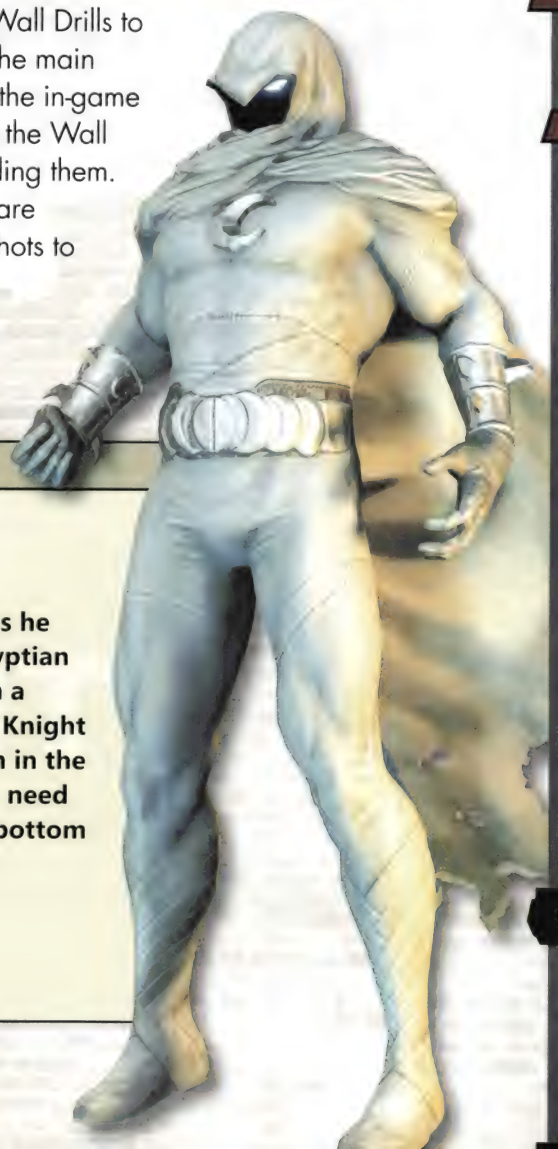
OBJECTIVE:	DESTROY FIVE WALL DRILLS.
	DEFEAT 10 TECH HEAVIES.
XP:	N/A

The Kingpin's forces are using high-tech Wall Drills to perpetrate high-rise crime. As with all of the main missions, search for the glowing dots on the in-game mini-map to find your objective. Destroy the Wall Drills and defeat the Tech Heavies guarding them. As their name implies, the Tech Heavies are heavily armored so it takes quite a few shots to defeat them.



MOON KNIGHT

Moon Knight cuts a mysterious figure as he watches over the city. He serves the Egyptian moon god of vengeance, Khonshu, with a dedication rarely seen. Although Moon Knight has often been at odds with Spider-Man in the past, Khonshu's servant finds himself in need of the web slinger if he is to get to the bottom of the Kingpin's schemes.



SAVE THREE CIVILIANS

OPTIONAL

OBJECTIVE: SAVE 3 CIVILIANS.
XP: 250

Kingpin's high-tech heists are causing a great deal of collateral damage within the city, often leaving the regular citizens in danger. Rescue any civilians who appear and transport the injured ones to the nearest Hospital.

SAVE FIVE CIVILIANS

OPTIONAL

OBJECTIVE: SAVE FIVE CIVILIANS.
XP: 500

A hero's work is never done! Save an additional five civilians to complete this mission. You can complete this mission in other areas of the city, not just this area.

BAR
Find and defeat 10 hidden Symbiotes: 6/10
Pull and hold L1 in Black Suit until Symbiote-Sense is triggered to find hidden Symbiotes

Spider-Man saves another grateful citizen!

SAVE 10 CIVILIANS

OBJECTIVE: SAVE 10 CIVILIANS.
XP: 1000

When heroes and villains collide, innocent bystanders are often caught in the raging cross fire. Save 10 civilians and take any injured citizens to the nearest hospital to complete this mission. Note that you can accomplish this task in other areas of the city while working on other missions.

DEFEAT 50 KINGPIN TROOPS

OPTIONAL

OBJECTIVE: DEFEAT 50 KINGPIN TECH ENEMIES.
XP: 2000

The city is crawling with Kingpin's high tech troops. Each one Spider-Man turns into scrap makes the city a little bit safer. You can complete this mission while working on your other assignments in the area.

Defeating any of the Kingpin's forces counts toward completing these missions.

DEFEAT 100 KINGPIN TROOPS

OPTIONAL

OBJECTIVE: DEFEAT 100 KINGPIN TROOPS.
XP: 4000

Wilson Fisk has used his ill-gotten fortune to finance an army! No matter how many enemies get knocked down, Kingpin sends out more from his seemingly inexhaustible supply!

DEFEAT 150 KINGPIN TROOPS

OPTIONAL

OBJECTIVE: DEFEAT 150 KINGPIN TROOPS.
XP: 6000

Has Kingpin recruited every lowlife in the city to join his forces?! It's not necessary to defeat all of the foes in this area of town; in fact, there are plenty of them wandering around in Hell's Kitchen who need to be taken out as well.

Combos

Getting combos is the best way to gain experience from fighting. The meter in the upper right-hand corner measures how many hits have connected against a foe. You can unlock Xbox 360 Achievements by tallying up impressive combos, too!

GLIDER TECH

OBJECTIVE: FIND INTACT GLIDER COMPONENTS.
XP: N/A

After completing the "Under Construction" mission, Spider-Man must find out where Kingpin is getting all of his high-tech toys. Either Black Cat or Moon Knight knows someone who can help, that is, if you can bring one of them an intact glider component. Look for one of Kingpin's glider troops and acquire the piece you need from the glider. Spider-Man's Web-Strike ability is great for getting up to their level. Return to Black Cat or Moon Knight after finishing the mission.

POLICE VS. KINGPIN

OPTIONAL

OBJECTIVE:	STOP FIVE KINGPIN GANG WARS.
XP:	500

Kingpin's troops are shredding the police any time they come into conflict. Search for areas of conflict and take out Kingpin's troops to throw a wrench into his plans.

Help the Police stand up to Kingpin's forces.

GO TO THE DAILY BUGLE

OBJECTIVE:	GO TO THE DAILY BUGLE.
XP:	N/A

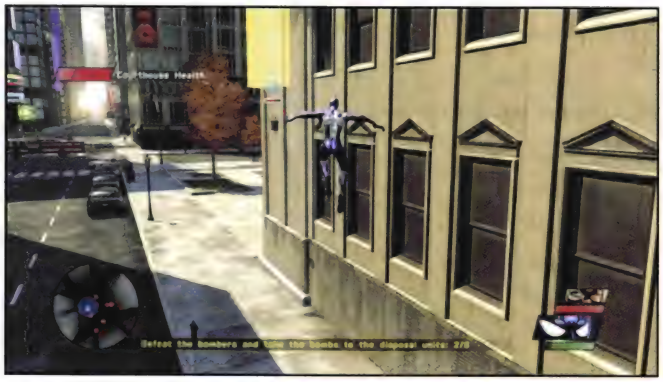
After completing the "Glider Tech" mission, Moon Knight or Black Cat informs Spider-Man about a tip they've received concerning something going down at *The Daily Bugle*. It seems that the Kingpin is up to no good at Peter Parker's day job. Head there to find out what is going on.

COURT ORDINANCE

OBJECTIVE:	INVESTIGATE COMMOTION.
	DEFEAT EIGHT TECH ENEMIES.
	DEFEAT THE BOMBERS AND TAKE EIGHT BOMBS TO THE DISPOSAL UNITS.
	DEFEAT TWO MECHS.
XP:	2500

Follow the target to reach the courthouse in less than one minute. Fall short of the allotted time and you fail the mission! Once there, you'll see police forces pinned down by Kingpin's mercenaries. His forces consist mainly of regular Tech troops, so use a Web-Strike and ground attacks to dispose of them.

To counteract Spider-Man's attempt to disrupt their plans, Kingpin's troops attempt to plant bombs to destroy the courthouse. Spider-Man must protect the courthouse at all costs. The building's "health" appears in the upper-left corner of the screen. Defeat the Bombers, take the bombs off the building, and drop them in the Disposal Unit. After safely retrieving all eight bombs, the building is saved... but Kingpin sends in the heavy artillery!



Take the bombs to the Disposal Unit!

The Mechs are huge pieces of machinery, so shooting webs and throwing a few punches just won't do the trick. Instead, pick up nearby cars and toss them at the Mechs to stun them. When a Mech gets stunned, move in quickly to rip at its armor. These monstrous machines shoot missiles that can inflict quite a bit of damage if they connect. Try to end the fight as quickly as possible to avoid taking any unnecessary damage. After defeating the Mechs, Kingpin pulls back his troops. Return to Black Cat or Moon Knight to receive the next mission.

The Bigger They Come...

Defeating your first Tech Mech unlocks "The Bigger They Come..." Achievement for the Xbox 360, worth 5G.

DEFEAT ONE KINGPIN MECH

OPTIONAL

OBJECTIVE:	DEFEAT 1 KINGPIN MECH.
XP:	500

Spider-Man got a taste of how mean these Mechs can really be during the fight at the courthouse. Now it's time to dismantle another one. Surely the citizens won't mind if Spider-Man uses their cars as ammo if it means one less Mech will be roaming the streets!

Use the cars to stun the Tech Mech.

DEFEAT TWO KINGPIN MECHS

OPTIONAL

OBJECTIVE:	DEFEAT TWO KINGPIN MECHS.
XP:	1000

Why stop at a single Mech, when you can eliminate two of them? Use the same heavy-handed strategy as noted previously to turn these armored menaces into scrap metal.

After stunning the Kingpin Mech, open the door and pull out the driver.

Eviction

Dragging a pilot out of a Mech unlocks the "Eviction" Achievement, worth a mighty 5G!

DEFEAT THREE KINGPIN MECHS

OPTIONAL

OBJECTIVE:	DEFEAT THREE KINGPIN MECHS.
XP:	1500

Kingpin is contributing to the general chaos of the city by sending out his big toys. If there aren't any Mechs in the surrounding area, you can complete this task once you head to Hell's Kitchen after completing the main missions in this section.

Follow the on-screen button presses to rip off the Mech's gun.

INVESTIGATE SECRET BASE

OBJECTIVE:	INVESTIGATE THE SECRET BASE.
XP:	N/A

After completing the "Court Ordinance" mission, it's time to locate Kingpin's secret base. Follow the objective located on the mini-map. Once there, pry open the door to see what Kingpin has been hiding.

BIRDS OF A FEATHER

OBJECTIVE:	DEFEAT VULTURE.
XP:	3500

Upon his arrival at the secret base, Spider-Man discovers that Vulture is in the residence! He is none too happy to see Spider-Man, so he flies at Spider-Man with malicious intent!

VULTURE

Evade Vulture's charging sword attacks by following the directions that appear on-screen. Do not let these powerful attacks connect! Use a Web-Strike to get close to Vulture, then unleash a flurry of attacks. After Vulture takes a certain amount of damage, Kingpin's glider troops decide to join the fray.

Take them out quickly by Web-Striking each one, then continue the battle with Vulture. When about half of Vulture's health remains, he flies upward once again. To reach him, use the glider troops along with Web-Strikes.

VULTURE

Once a frustrated electrical engineer, the aging Adrian Toomes created a flight harness that allows him to fly and grants him super strength. With this contraption, he turned to a life of crime as the Vulture! He and Spider-Man have crossed paths often and Toomes has a long standing hatred of the wall-crawler.

Red Path or Black Path?

After the boss fight with Vulture, you must make a decision that ultimately leads you down the Red or Black path.

To continue down the Red path, you must feel mercy for Vulture and leave him for the police. Choosing the Red option greatly increases your alignment toward the Red path.

Choosing the Black path results in a stern warning from Spider-Man. In essence, cross Spider-Man again in the future and Vulture won't get away so easily. This choice greatly increases your Black points.

Winged

Defeating Vulture in this boss fight unlocks the "Winged" Achievement for Xbox 360, worth 15G.

FIND KINGPIN STAGING AREA

OBJECTIVE:	FIND KINGPIN'S STAGING AREA.
XP:	N/A

After defeating Vulture, a new assignment becomes available. It's time to find the Kingpin's staging area!

HIDE AND SEEK

OBJECTIVE:	GO TO THE KINGPIN'S STAGING AREA.
	ELIMINATE 12 OF KINGPIN'S HENCHMEN.
	CLEAR THE KINGPIN TECHS OFF THE ROOFTOP.
	DEFEAT 23 DERANGED CIVILIANS.
XP:	750

After locating the staging area, Spider-Man must fight past Kingpin's henchmen to reach it. Fight up the side of the building past his Tech troops, making liberal use of Wall Run and Web-Strike to take out these enemies. An air attack is very effective against the foolish henchmen riding the gliders.

Spider-Man gets ready to face Kingpin's Tech Forces.

Once 12 of Kingpin's foes are history, it's time to switch gears and fight his troops on the rooftop. Just when you think you are in for a tough fight with the big guy's forces, some deranged citizens start scaling the walls. No one knows what is causing this strange behavior, but it's every man for himself. Defeat 23 citizens to clear the rooftop. Complete all three objectives, then return to Black Cat or Moon Knight.

DERANGED CIVILIANS

OBJECTIVE: DEFEAT FIVE DERANGED CIVILIAN GROUPS.
XP: N/A

Seek out five groups and defeat them to complete this mission. You don't need to travel far to find them; simply scour the rooftops to find them. Although these guys can climb and jump just like Spider-Man, they don't pose much of a real threat unless you stand still and let them gang up on Spider-Man. Take them out one by one, leaving nothing but a black smear on the concrete, and move on to the next group.

These things even give Spider-Man the creeps.

Make the Symbiote Work for You

Using the Black suit provides Spider-Man with the ability to use Tendril attacks. With this option, Spider-Man can grab enemies and slam them into the ground. Practice using these attacks to unleash powerful attacks against single foes or groups of enemies.

GO TO HELL'S KITCHEN

OBJECTIVE: GO TO HELL'S KITCHEN.
XP: N/A

Web-Swing across the city landscape until you find Hell's Kitchen. With all that is going on with the locals, it's time to learn what is happening to these unfortunate civilians.

HELL'S KITCHEN

Evidence points to Hell's Kitchen as the possible epicenter for all the reports of strange happenings in the city. After arriving at Hell's Kitchen, Spider-Man must prove himself to an old ally—or else make another enemy!

SCARRING PARTNERS

OBJECTIVE: FIGHT WOLVERINE.
XP: 5000

Wolverine is arguably a more challenging foe than any of the enemies that Spider-Man has faced thus far in the game. Wolverine can smell the Symbiote on Spider-Man and he doesn't like the stench!

WOLVERINE

Regardless of your current alignment, this fight starts with a Red/Black Meter in the upper-left corner of the screen. This meter indicates how successful you are at convincing Wolverine of Spider-Man's alignment. Throughout the fight, Wolverine asks several questions in an attempt to ascertain if who he sees is really Spider-Man. For each question, there are four choices or answers. Answer a question correctly to gain +12 Red points; answer incorrectly and your alignment is pushed further into the Black.

1.	Q: Who are your parents?	
	A: Richard and Mary	+12 Red Points
	A: Shut Up and Fight	+12 Black Points
	A: Ben and May	+5 Black Points
	A: Herman and Helen	+5 Black Points
2.	Q: Whose killers did we track in Berlin?	
	A: Ned Leeds	+12 Red Points
	A: No More Questions	+12 Black Points
	A: Harry Osborne	+5 Black Points
	A: Flash Thompson	+5 Black Points
3.	Q: Where did you first wear the Black suit?	
	A: Battleworld	+12 Red Points
	A: Not Your Business	+12 Black Points
	A: To a Costume Party	+5 Black Points
	A: In the Shower	+5 Black Points
4.	Q: Who declined joining the New Avengers?	
	A: Daredevil	+12 Red Points
	A: Enough Talk	+12 Black Points
	A: Captain America	+5 Black Points
	A: Luke Cage	+5 Black Points
5.	Q: What is Critical Mass?	
	A: A Mutant	+12 Red Points
	A: I Said Fight!	+12 Black Points
	A: Kingpin	+5 Black Points
	A: A video game	+5 Black Points
6.	Q: Who served us Roast and Pie?	
	A: Aunt May	+12 Red Points
	A: Let's End This	+12 Black Points
	A: Jean Grey	+5 Black Points
	A: Tony Stark	+5 Black Points

Answer Wolverine's questions correctly to convince him you really are Spider-Man.

When Wolverine's health reaches about three-quarters, some deranged civilians join the fight. You'll gain Red points by attacking them and Black points by ignoring them. Unless you are following the whims of the Black suit, you should stop fighting Wolverine when they appear and help him take care of the deranged civilians. If you have forsaken the Red path, go after Logan with everything you have while the deranged civilians distract him.

Declawed

For defeating Wolverine, you unlock the "Declawed" Achievement for the Xbox 360, which is worth 15G.

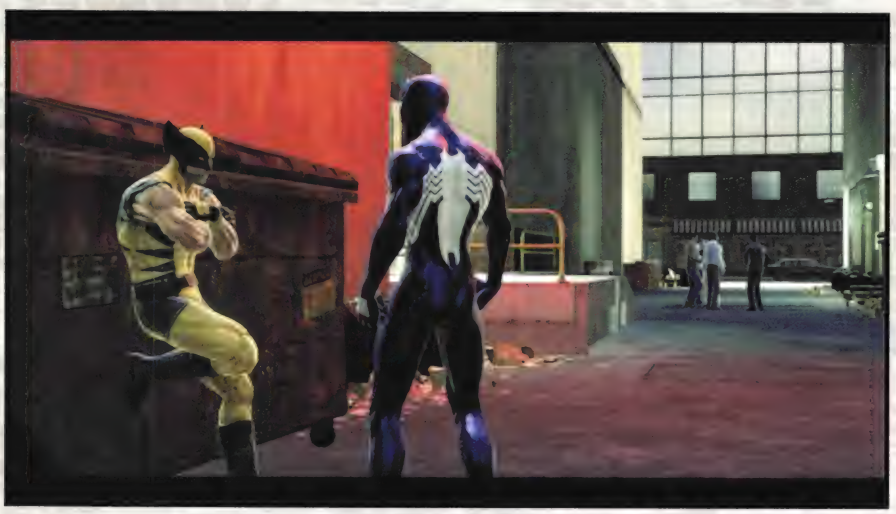
WOLVERINE

You couldn't ask for a better man to stand next to you in a fight, but Wolverine makes a formidable foe. His adamantium skeleton and mutant healing factor make him almost indestructible. Also, his heightened senses don't let much escape his notice!

SENSE OF DREAD

OBJECTIVE:	DEFEAT HIDDEN SYMBIOTES.
	FIND AND DEFEAT MORE HIDDEN SYMBIOTES.
	INVESTIGATE THE CAR ACCIDENT.
	GET TO THE HOSPITAL.
	DEFEAT HIDDEN SYMBIOTES AT THE HOSPITAL.
XP:	250

Wolverine points Spider-Man toward a group of hidden Symbiotes in order to train his Spider-Sense to find them. Activate Spider-Sense while wearing the Black Suit to determine the whereabouts of the hidden Symbiotes. Follow Wolverine as he makes his way through the crowds and practice using Spider-Sense to flush them out. Defeat the Symbiotes whenever they appear.



Wolverine can smell the hidden Symbiotes.

After tangling with some Symbiote groups, follow Wolverine to the site of the car crash. Once there, use Spider-Man's newly trained Spider-Sense while wearing the Black Suit to locate the hidden Symbiotes. In particular, look for the one who climbs aboard an ambulance. Web-Swing over to the hospital and defeat the hidden Symbiotes. As with the other Symbiotes, these foes aren't extremely powerful unless Spider-Man gets overwhelmed. After the threat subsides, speak with Wolverine.

After completing this quest, Wolverine becomes an ally and aids Spider-Man when asked; as long as your alignment remains in the Red, that is!

HIDDEN SYMBIOTES, PART 1

OBJECTIVE:	FIND AND DEFEAT 10 HIDDEN SYMBIOTES.
XP:	N/A

While wearing the Black suit, use Spider-Sense to find Symbiotes who are attempting to hide amongst the regular population. When they sense that Spider-Sense is being used to find them, they give up any pretense of normality and attack. Although they may resemble innocent civilians, they can't fool Spider-Man!

HIDDEN SYMBIOTES, PART 2

OBJECTIVE: FIND AND DEFEAT 20 HIDDEN SYMBIOTES.
XP: 350

Now that your skill with finding the hidden Symbiotes has improved vastly, take some time to dispose of even more Symbiotes while swinging through the city during other missions. Remeber to rely on Spider-Sense to locate them.

Use Spider-Sense to find the hidden Symbiotes.

HIDDEN SYMBIOTES, PART 3

OBJECTIVE: FIND AND DEFEAT 30 HIDDEN SYMBIOTES.
XP: 500

No matter how many hidden Symbiotes you destroy, it seems as if there are always more to take the place of those who have fallen. Try to keep their numbers down by destroying 30 more!

Ground Attacks

Spider-Man packs quite a punch in the Red suit, but if you haven't experimented with the ground attacks while wearing the Black suit, then now is a great opportunity to do so. The Symbiote provides access to all types of interesting moves; try some out on the next bad guy who appears.

HUNT DOWN VENOM

OBJECTIVE:	HUNT DOWN VENOM.
XP:	N/A

After completing the "Hidden Symbiotes" mission, Wolverine and Spider-Man decide to find Venom. Their goal is to determine if he is the source of these rather strange foes.

VENOM'S MINIONS

OBJECTIVE:	DEFEAT THE SYMBIOTES.
	FIND VENOM.
	STOP VENOM.
	DESTROY BOTH PODS.
	DEFEAT VENOM.
XP:	2500

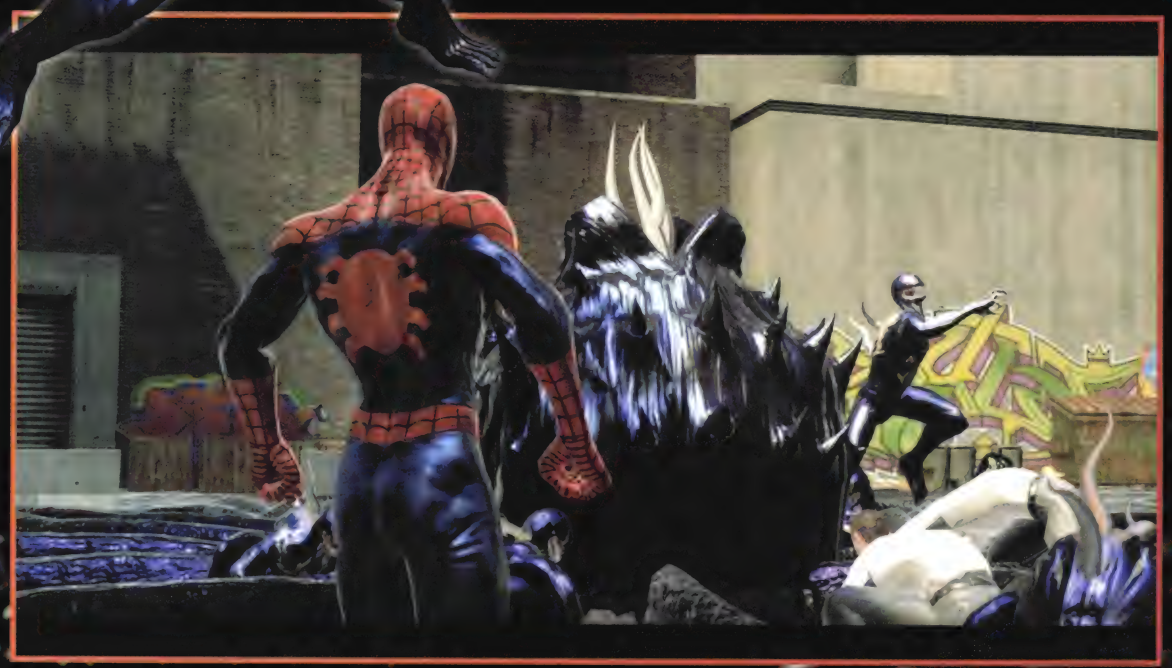
Venom has somehow created the hidden Symbiotes. It's now time to fight past these unwieldy minions in order to resume this crazy pursuit of Venom.

Venom sends his "children" after Spider-Man.

VENOM

Chase Venom through the city to reach the pod that he has created. The goal is to defeat Venom and his minions. Use Spider-Man's Web-Strike to quickly move between the various minions. Also, don't forget to use Over-Counter against Venom to avoid absorbing too much damage.

After he takes a certain amount of damage, Venom runs away. He moves just as fast as Spider-Man and, if you don't keep up, you will fail the mission. Venom creates more minions during this pursuit, so be on the lookout.



Destroy the pods!

Just as before, toss cars at Venom to deplete his health bar. Note, however, that it takes quite a bit to wear him down. Keep chasing him through the city, pounding on him whenever he stops.

Eventually, Venom leads Spider-Man to his nests where he heals. Destroy both Pods in the alley while taking out the Symbiotes to make Venom vulnerable once again. Once the Pods have been destroyed, focus your attacks on Venom.

Defeat Venom, Round 2

Defeating Venom in the boss battle unlocks an Xbox 360 Achievement worth 20G!

HIVE ABDUCTION

OBJECTIVE: DESTROY THREE HIVES.
XP: N/A

Spider-Man isn't sure how Venom managed to make those pods, but he knows he must stop anymore from getting pulled into them again. Find and destroy three hives, rescue any people found inside them, and take them to the hospital.

Tendril Whip

One of the most useful abilities in the Ground Attack line of the Black suit is the Tendril Whip. This attack enables you to hit a group of enemies at once, which is very valuable when you're surrounded by bad guys.

GO TO S.H.I.E.L.D. QUARANTINE ZONE

OBJECTIVE: GO TO THE S.H.I.E.L.D. QUARANTINE ZONE.
XP: N/A

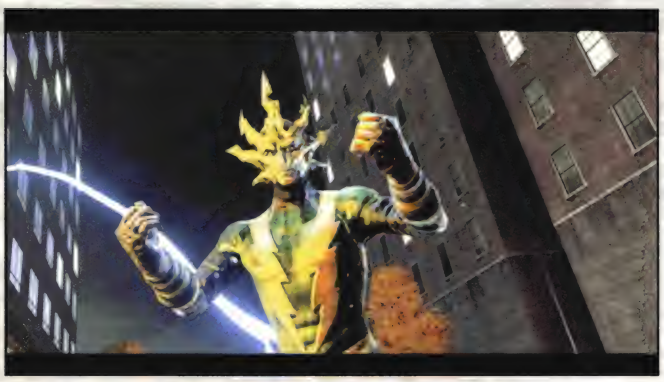
With the numbers of Symbiotes increasing at a rapid pace, the authorities are now starting to get more involved. Travel to the S.H.I.E.L.D. quarantine zone to see if they have any answers to the problem the city is facing.

S.H.I.E.L.D.

The Strategic Homeland Intervention, Enforcement, and Logistics Division takes its job very seriously and there is very little that doesn't fall under its jurisdiction. This organization and its far-reaching influence has the manpower and know-how to face almost any situation, but the current crisis in New York may even be too much for them.

SHOCK THERAPY

OBJECTIVE:	GO AFTER ELECTRO.
	STOP ELECTRO WHEN HE TRIES TO RECHARGE HIS POWER.
	DEFEAT THREE SYMBIOTES.
	DEFEAT FOUR SYMBIOTES.
XP:	3500



ELECTRO

Electro is freaking out—more than usual—because he can't find his sister. Chase after him and see if you can help ease his situation. Avoid the lines of electricity that he places between buildings, which will only slow down your pursuit and cause serious damage to Spider-Man.

Avoid the bands of electricity.

When he pauses in an attempt to recharge his power, it's imperative that you interrupt him and attack while he's vulnerable. Once he starts losing the battle, he takes off once again. Stop him from escaping!

This battle is interrupted once again by the appearance of Symbiotes. Defeat three of them before resuming your pursuit of Electro. Don't let him get too far ahead, though, or you'll fail the mission.

Stop the Symbiotes!

Stop Electro from recharging his power!

At the next quarantine zone, you must defeat four Symbiotes before resuming the chase with Electro. When he starts to get low on health, he starts to move around very quickly again on his way to recharge his batteries. When Electro finally falls in defeat, he is taken out of the picture.

Grounded

Defeating Electro during this boss fight unlocks the "Grounded" Xbox360 Achievement, which is worth 15G.

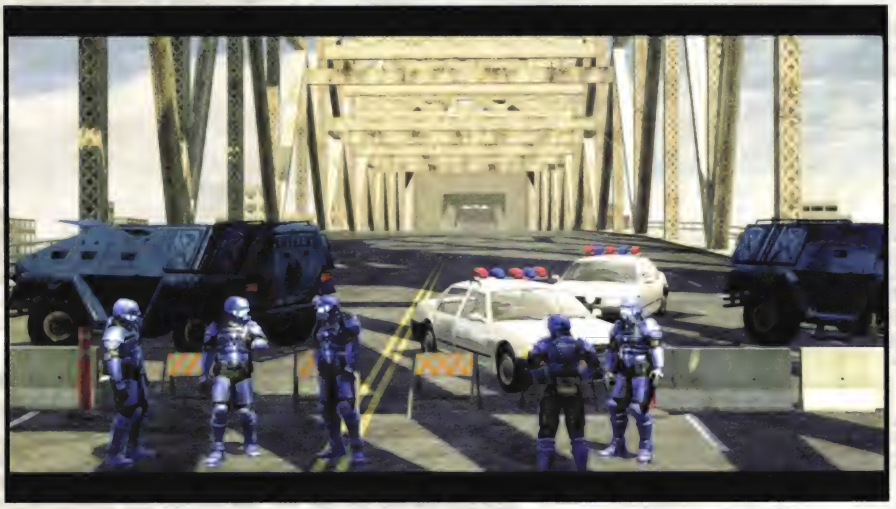
ELECTRO

Electro usually employs his awesome electrical powers in a criminal capacity, primarily for personal gain. Now he is rampaging through the city trying to find his sister, leaving a path of destruction in his wake. Electro and Spider-Man have clashed before, but it usually ends with the Web Slinger putting an end to Electro's latest schemes. This time, Spider-Man must stop Electro before he tears the entire city apart!

INVESTIGATE COMMOTION

OBJECTIVE: INVESTIGATE THE COMMOTION.
XP: N/A

A hero never gets any rest! Now that Electro is no longer a concern, investigate the commotion to see if it is related to the recent trouble in the city.



LOCK DOWN

It will take a brilliant scientist to come up with a plan to defeat the Symbiotes, but S.H.I.E.L.D. has locked down the city and none of New York's finest scientists are available. Since he can't get a sane scientist, Spider-Man opts of the only kind left available—a mad scientist! He needs someone to fly him over to Ryker's Island to break out the Tinkerer in hopes that he can develop a weapon against the Symbiotes running rampant throughout the city.

S.H.I.E.L.D. isn't letting anyone out of the city, not even the notorious Kingpin.

RED PATH OR BLACK PATH?

After deciding on Spider-Man's plan of action, you face another choice. Choose Moon Knight to fly Spider-Man over to the prison to continue on the Red path. He isn't happy about breaking the law, but he knows it is necessary. Doing this greatly increases your Red points, shifting your alignment into the Red.

If you elect to go down the Black path, then choose Vulture to fly Spider-Man over to the prison. He has no compunction about helping you. Doing so greatly increases your Black points, shifting your alignment into the Black.

JAIL BREAK

OBJECTIVE:	FIND A WAY TO BREAK THE PRISON WALLS.
XP:	N/A

There is at least one prisoner who can take care of these walls. Continue past the prison guards to reach the control door. Open the secure door to release Rhino. Once he is out, use the Web-Shot against Rhino to send him into Rage mode so he can take out the guards. Rhino's Rage Meter appears in the upper-left corner of the screen. Once he has expended his rage, press the Web-Strike button to jump on his back. After doing so, press the Attack button to speed up or the Jump button to slow down. Destroying stuff makes Rhino happy, causing his rage meter to go down while you are knocking stuff over. If the meter reaches full, Rhino knocks Spider-Man off his back.

These guards are supposed to be the good guys, but Spider-Man doesn't have time to explain his plan.

Rhino's tough skin and incredible charging strength make him an ideal wrecking ball. Bowl over the guards and charge through the fences and other structures.

Continue up to the next door control to open the Recreation Yard. Ride Rhino into this area and destroy the generators to access the Detention Center.

After destroying all four generators, you can access the Detention Center. There are several guards on the walls with mounted turrets intent on putting a stop to Spider-Man's actions. These guns are capable of inflicting a great deal of damage, so eliminate them as quickly as possible.

Take out the turrets!

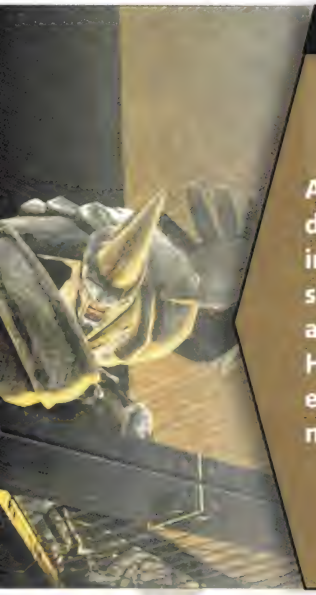
Ride Rhino into the C3 detention area, destroying the walls and cells in the process. When everything is destroyed, it's time to leave the prison, but there is a choice to make that affects your alignment to the Red or Black path. Note that regardless of your choice, Rhino still becomes an ally.

Rhino is the ultimate wrecking machine!

Red Path or Black Path?

By making the Red choice, you trick Rhino into getting off the lift and heading back toward the front gate. Taking this approach provides the guards with an opportunity to recapture him.

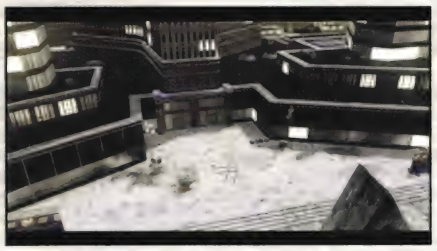
By choosing the Black path, you make a deal with Rhino to let him out. In return, Rhino agrees to lend Spider-Man his muscle when called upon.



RHINO

Aleksei Sytsevich earned the name Rhino due to his thick hide, massive strength, and incredible speed. His artificially toughened skin prevents him from taking too much damage as he charges through obstacles and foes alike. He's not the brightest criminal Spider-Man has ever faced, but what he lacks in intellect he makes up for in sheer rage.

After selecting Rhino's course of action, Spider-Man grabs the Tinkerer and leaves. Of course, not everyone thinks that letting the Tinkerer out was a good idea. Black Widow takes Spider-Man and the Tinkerer to the temporary S.H.I.E.L.D. headquarters at Stark Enterprises. While the Tinkerer works on a plan, Spider-Man is drafted by Black Widow to help S.H.I.E.L.D. police the city.



More Spiders!

The area around Stark Enterprises and the S.H.I.E.L.D. camp is littered with Spiders. Collect them all before moving on to the next mission.

BLACK WIDOW

Originally a Soviet agent, Natasha Romanoff now works for S.H.I.E.L.D. Black Widow is an expert at martial arts and combat weaponry, as well as being an extremely capable sniper. As the agent in charge of S.H.I.E.L.D. operations in the city, she commandeers Spider-Man to strike at the Symbiotes and help the agency save what citizens they can.

SUPPORT S.H.I.E.L.D. STRIKE TEAMS

OBJECTIVE:	SAVE FIVE S.H.I.E.L.D. STRIKE TEAMS.
XP:	1000

Heavy combat patrols are attempting to eliminate Symbiotes wherever they find them, but they are losing ground. Get out there and help the strike teams! To locate the strike teams, simply refer to the in-game mini-map. The stars that appear inside a circle indicate the presence of S.H.I.E.L.D. teams. Defeat all the Symbiotes in the immediate area to save a team.

Hidden Danger

Some of the team members can be infected with a Symbiote. An obvious sign that a team member has been infected is the telltale tendrils coming from the soldier. If you spot an infected soldier, fight him until the Symbiote disengages.

CIVILIAN ASSIST, PART 1

OPTIONAL

OBJECTIVE: SAVE 20 CIVILIANS.
XP: 1000

With the city being overrun by Symbiotes, there are plenty of civilians who need help. Complete this mission while working on other tasks.

These civilians are trying to hold of the Symbiotes, but without much luck! Get them to safety.

CIVILIAN ASSIST, PART 2

OPTIONAL

OBJECTIVE: SAVE 25 CIVILIANS.
XP: 1250

There are always more innocent civilians to save—at least until they all become Symbiotes. As noted previously, try to finish this mission while working on other missions.

CIVILIAN ASSIST, PART 3

OPTIONAL

OBJECTIVE: SAVE 30 CIVILIANS.
XP: 1500

The city's inhabitants don't stand a chance against Venom's army of Symbiotes. Do what you can to bring more of them to safety.

Stop the Symbiote from carrying off civilians!

CIVILIAN ASSIST, PART 4

OPTIONAL

OBJECTIVE: SAVE 40 CIVILIANS.
XP: 2000

Spider-Man just doesn't get a break! Get back out there and rescue more of the city's citizens before the Symbiotes get their hooks in them. Take the civilians to the S.H.I.E.L.D. safe zones to ensure their safety.

CIVILIAN ASSIST, PART 5

OPTIONAL

OBJECTIVE: SAVE 100 CIVILIANS.
XP: 5000

Keep up the good work saving those civilians! You can complete this optional mission in any area of the city while taking part in other missions.

Excessive Spider-Man

After completing half of all your bonus goals (like those from the optional missions), you receive the "Excessive Spider-Man" Achievement for Xbox 360 (worth 15G).

SYMBIOTE PURGE, PART 1

OPTIONAL

OBJECTIVE:	DEFEAT 50 SYMBIOTES.
XP:	1000

S.H.I.E.L.D. is doing everything possible to stop the spread of Symbiote throughout the city, but Spider-Man's skills would sure be a big help. Black Widow needs someone to venture into the city and fight more Symbiotes. It doesn't matter what type of Symbiote; all of them are serious threats! The rather slow footed Zombies are perhaps the least dangerous of the foes.

SYMBIOTE PURGE, PART 2

OPTIONAL

OBJECTIVE:	DEFEAT 100 SYMBIOTES.
XP:	1500

No matter how fast Spider-Man takes them down, the Symbiotes just keep on coming! Use your favorite attacks and combos to clean them out.

SYMBIOTE PURGE, PART 3

OPTIONAL

OBJECTIVE: DEFEAT 150 SYMBIOTES.
XP: 2500

Spider-Man no doubt knows how to handle these Symbiotes by now. Destroy these monsters wherever they appear to give S.H.I.E.L.D. a little bit of breathing room to do their job.

SYMBIOTE PURGE, PART 4

OPTIONAL

OBJECTIVE: DEFEAT 200 SYMBIOTES.
XP: 4000

Despite Spider-Man's best efforts, the Symbiotes just keep imposing their will. Keep up the effort and continue to pummel them into sticky goo. All of the "Symbiote Purge" missions can be completed while working on other tasks for S.H.I.E.L.D.

36 Hits
Chemistry
Protect the A.P.C. from the Symbiotes
Carry civilians trapped on ledge to A.P.C.
Defeat 150 Symbiotes: 20/150

SYMBIOTE PURGE, PART 5

OPTIONAL

OBJECTIVE: DEFEAT 500 SYMBIOTES.
XP: 7500

The city isn't running out of Symbiotes any time soon. Complete this mission while working on other tasks throughout the city, then return to Black Widow after completing it.

ESCORT THEM OUT

OBJECTIVE:	PROTECT THE S.H.I.E.L.D. RESCUE VEHICLE.
XP:	4000

Protect the rescue vehicle as it ventures into the city in its search for uninfected civilians. Escort the vehicle and take out the Symbiotes to clear a path for the A.P.C. The S.H.I.E.L.D. vehicle fires rounds at the Symbiotes, but it isn't powerful enough to take them down without additional help. After destroying each group, return to the A.P.C. to move to the next location.

After rescuing several groups, S.H.I.E.L.D. gets a distress call from some civilians trapped on a ledge. Climb up the side of the building and defeat the Symbiotes to save the civilians! In addition, you must protect the A.P.C. at all times. The APC's "health" appears in the upper-left corner of the screen. The Symbiotes can tear right through its armor, so be prepared. If the rescue vehicle gets destroyed, the mission ends in failure. While attempting to save the civilians on the ledge, ignore all other threats and move them down to the A.P.C. as quickly as possible.

Move the civilians to the rescue vehicle.

SAVE THE INFECTED, PART 1

OPTIONAL

OBJECTIVE: SEPARATE FIVE SYMBIOTES FROM THEIR HOSTS.
XP: 500

Spider-Man has had some success in separating the Symbiotes from some individuals who weren't heavily infected. Fight the Symbiotes as you've been doing previously and, in some cases, it separates them from the host.

13 Hits
Mission completed: Save Infected 1
Assist 3 Caravan Extractions: 2/3
Look out for new Symbiote types to fight and collect all Symbiote samples
Separate 10 Symbiotes from host: 1/10

SAVE THE INFECTED, PART 2

OPTIONAL

OBJECTIVE: SEPARATE 10 SYMBIOTES FROM THEIR HOSTS.
XP: 1000

As with the previous optional mission, just continue to save the infected citizens. You can complete these missions while working on other tasks, too.

Assist 3 Caravan Extractions: 1/3
Civilian saved + 10 EXP
Defeat 150 Symbiotes: 120/150
Separate 5 Symbiotes from host: 4/5
Save 20 Civilians: 11/20

SAVE THE INFECTED, PART 3 OPTIONAL

OBJECTIVE: SEPARATE 20 SYMBIOTES FROM THEIR HOSTS.
XP: 1500

Keep up the good work of saving citizens from this horrible fate. The Symbiotes are doing everything they can to overrun the city, meaning there are still plenty of infected people to save.

You can't save them all this way, but maybe Spider-Man is doing what he can for a lucky few.

SAVE THE INFECTED, PART 4 OPTIONAL

OBJECTIVE: SEPARATE 30 SYMBIOTES FROM THEIR HOSTS.
XP: 2500

The goal here is to save 30 infected civilians, simply a continuation of the previous two optional missions. Unfortunately, there are still more infected people to save. As you smack down the Symbiotes, some of the hosts are released.

Bring the beatdown to these Symbiotes to free the hosts.

SAVE THE INFECTED, PART 5 OPTIONAL

OBJECTIVE: SEPARATE 75 SYMBIOTES FROM THEIR HOSTS.
XP: 5000

The final part of these optional side missions involves saving 75 infected people. Continue to use your favorite attacks and moves to knock them down as quickly as possible. Return to Black Widow after completing this task.

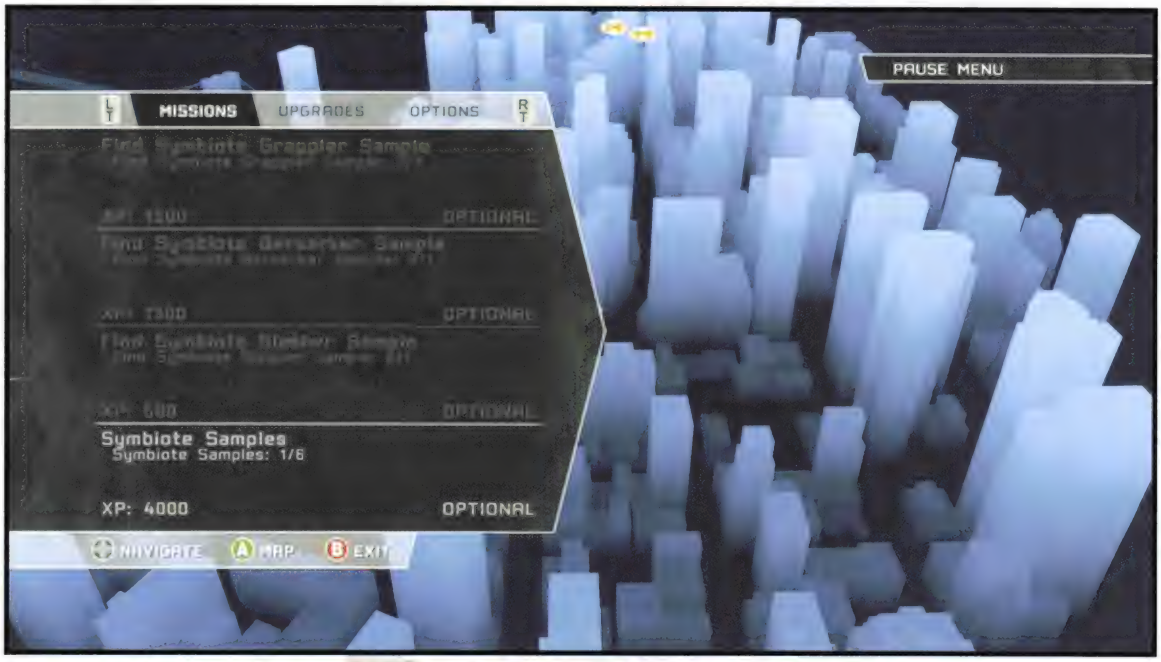
Continuing Missions

Many optional missions don't take place in a specific area, especially those that require you to save civilians or defeat large groups of foes. Work on these tasks while completing other missions.

SYMBIOTE SAMPLES

OBJECTIVE: COLLECT SIX SYMBIOTE SAMPLES.
XP: 4000

The Tinkerer needs Symbiote samples to help with his work and the Black Widow asks Spider-Man to collect some of it. This task doesn't involve doing anything special, so just pummel the Symbiotes into the ground and scrape up what is left behind.



Refer to the Mission screen to track the number of samples collected.

FIND SYMBIOTE SLASHER SAMPLE

OBJECTIVE: FIND A SYMBIOTE SLASHER SAMPLE.
XP: 500

These Symbiotes are a bit tougher than their smaller counterparts. Dispose of them to collect their remains. These foes are located in several pockets around the city.

FIND SYMBIOTE SNATCHER SAMPLE

OBJECTIVE:	FIND A SYMBIOTE SNATCHER SAMPLE.
XP:	500

These Symbiotes specialize in grabbing people and dragging them back to the Pods to create more Symbiotes. Use your favorite fighting tactics to eliminate them. These foes are also located all around the city.

FIND SYMBIOTE BERSERKER SAMPLE

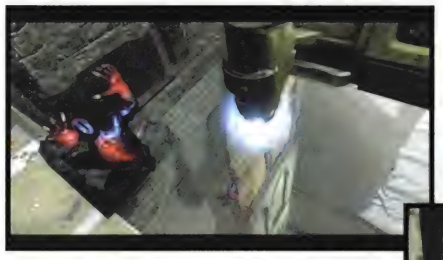
OBJECTIVE:	FIND A SYMBIOTE BERSERKER SAMPLE.
XP:	1500

These meatier Symbiotes pack more of a punch than the Slashers and Snatchers, which makes this task more difficult to complete. Use powerful attacks to take them out. You can collect this sample after defending the S.H.I.E.L.D. Safe Zone.

FIND SYMBIOTE GRAPPLER SAMPLE

OBJECTIVE:	FIND A SYMBIOTE GRAPPLER SAMPLE.
XP:	1500

Grapplers want nothing more than to get a good hold of Spider-Man and tear him to pieces. Watch out for their powerful bite attacks and unload of them with powerful attacks of your own! These foul creatures are found near Symbiotes of a smaller stature.



FIND SYMBIOTE ELECTROLING SAMPLE

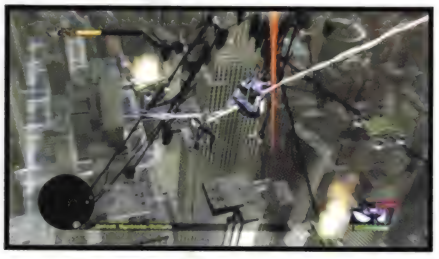
OBJECTIVE:	FIND AN ELECTROLING SAMPLE.
XP:	1000

You can find Electrolings once S.H.I.E.L.D. sends Spider-Man to Kingpin's tower. It's important to note that these foes possess powerful electrical abilities. Try to avoid their attacks, then counter with powerful strikes to eliminate them.

FIND SYMBIOTE VULTURELING SAMPLE

OBJECTIVE: FIND A SYMBIOTE VULTURLING SAMPLE.
XP: 1000

As if Symbiotes on the ground weren't tough enough, these airborne foes are even tougher to fight. The Vultureling Symbiotes make an appearance once the game's missions lead to Moon Knight Tower in Midtown. Not all of the samples can be found nearby. You can complete these missions while working on other missions throughout the city.



ASSIST THREE CARAVAN EXCURSIONS

OBJECTIVE: ASSIST THREE CARAVAN EXCURSIONS.
XP: N/A

This mission is very similar to the "Escort Them Out" mission. This time, Black Widow sends Spider-Man to assist three other caravan extractions. Defend the A.P.C. vehicles and clear a path for them through the rampaging Symbiote foes. Make sure to protect the fleeing citizens and assist them on their way to the A.P.C.

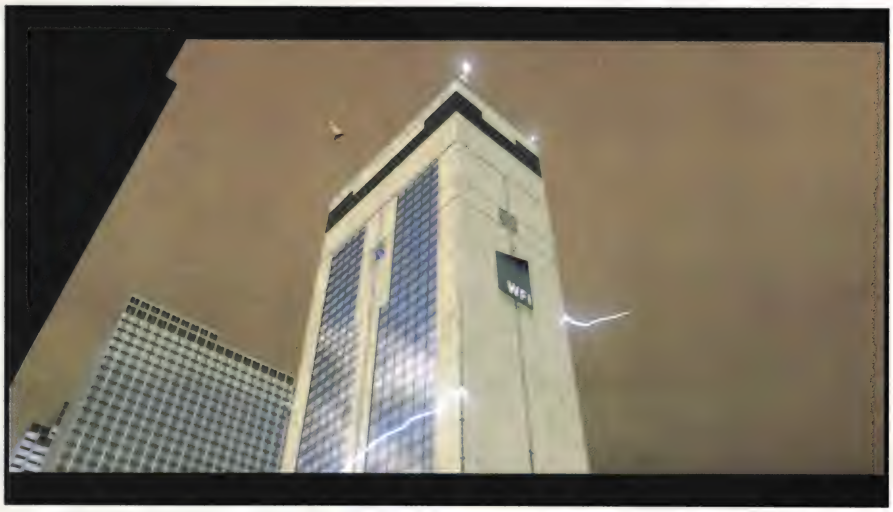
Simply follow the vehicle to three separate locations to complete the mission. Continue to follow it and dispose of more Symbiotes, then rescue more civilians to finish up any other optional missions that remain open.

GO TO KINGPIN SAFE ZONE

OBJECTIVE: CONFRONT KINGPIN.
XP: N/A

S.H.I.E.L.D. is going to commandeer Fisk Tower and Black Widow wants to accomplish this feat with a minimal amount of bloodshed. To this end, she sends Spider-Man to speak with Kingpin.

FULLY CHARGED



The Tinkerer claims to need items in Fisk's possession to complete his work, so Black Widow sends Spider-Man to inform Kingpin that S.H.I.E.L.D. is temporarily moving their field headquarters to his building. Fisk may be willing to make a deal to preserve his interests, but no matter the reason, dealing with Kingpin always comes at a cost.

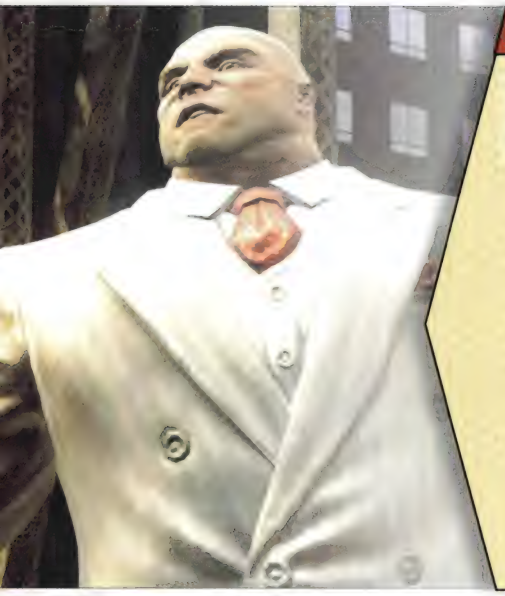
FAT MAN SINGS

OBJECTIVE:	DISABLE THE TWO LOWER GENERATORS.
	DISABLE THE UPPER GENERATOR.
	CLEAR THE KINGPIN TECHS OFF THE ROOFTOP.
XP:	4000

Kingpin's tower is protected by an energy field that relies on several generators. You must disable these generators before Spider-Man can safely enter the building.

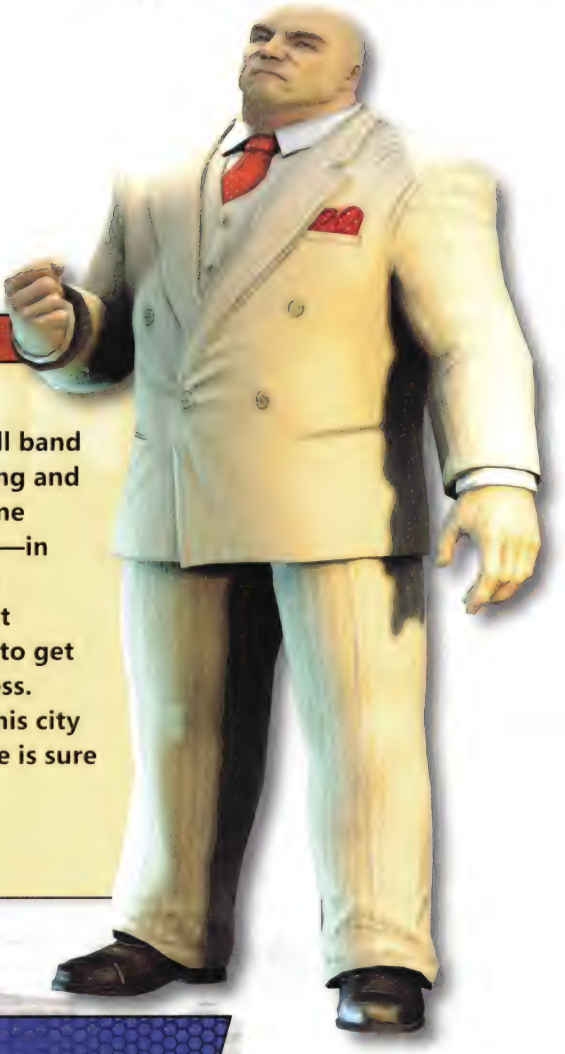
Disable the generators!

Kingpin likes his building nice and secure, meaning he won't let anyone cause damage to his property without a fight. Kingpin calls upon the Tech forces to keep Spider-Man at bay. Once they are history, follow the on-screen prompts to disable the generators. After disabling both of the lower generators, scramble to the top of the building to disable the final generator. After doing so, clear the Kingpin forces off the rooftop and pry open the door!



KINGPIN

Wilson Fisk started with only a small band of thugs. However, through scheming and treachery he is now the biggest crime lord—both literally and figuratively—in the city. His physical presence gives Spider-Man endless amusement, but Kingpin's real strength is his ability to get his fingers in everyone else's business. There is very little that goes on in this city that Fisk doesn't know about and he is sure to always get his piece.



WHO NEEDS VENOMIES...

OBJECTIVE:	ENABLE THE UPPER GENERATOR.
XP:	5000

Kingpin agrees to help—at a price. He demands that Spider-Man enable his generators to ensure that his building is once again secure.

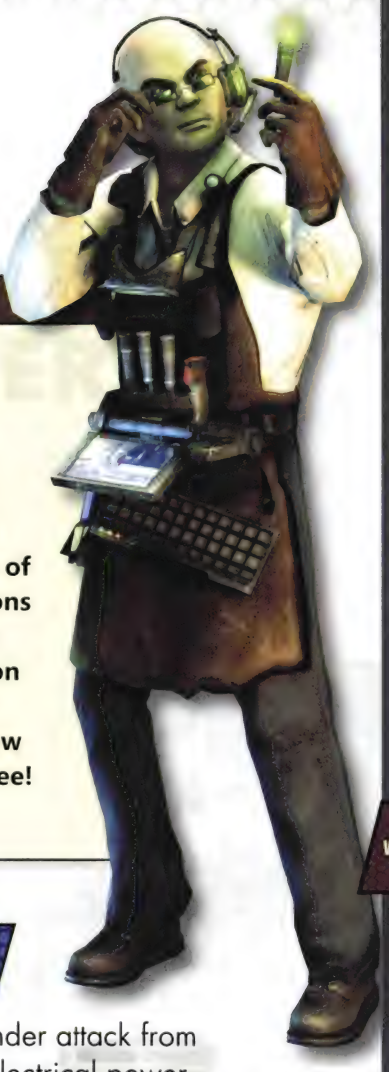
The first generator is the uppermost one. Fight past the Symbiotes guarding it and interact with it to bring it back online. After doing so, it's time to do the same thing to the two generators on the opposite sides of the building, near the base. Several Slashers are guarding the generators, but there are also a few Grapplers prowling around the area.

Once the generators are back up and running, Black Widow brings the Tinkerer to the tower and outlines what he needs to complete his work. Now if only Spider-Man and S.H.I.E.L.D. can keep the city from self destructing, there may be hope.

The Tinkerer explains his plan.

THE TINKERER

Phineas Mason, a brilliant inventor, is highly sought by villains for his genius at designing unique gear and weaponry. When he's not busy supplying New York's thriving underworld with his creations, he occasionally undertakes criminal activities of his own. At one point, his criminal intentions landed him in Ryker's Island prison. When Spider-Man broke him out of prison, Mason agreed to develop a device to defeat the Symbiotes. But as Kingpin and Black Widow found out, the Tinkerer never works for free!



FULLY CHARGED

OBJECTIVE:	FOLLOW THE HOVERCRAFT.
	DEFEND THE ROOFTOP.
XP:	1500

Kingpin's associates are under attack from strange Symbiotes with electrical power. Ride the hovercraft to the landing zone to save Kingpin's forces from the Electrolings. Fortunately, Black Cat shows up and fights alongside Spider-Man. You can choose another ally in this situation as well, as long as the meter is full.

Watch out for the Electrolings' lightning attacks, as they can inflict serious damage. Get close to them as quickly as possible, then hit them fast with your favorite attacks. This should enable you to take them out with a minimal amount of damage. Talk to Black Cat when the mission is complete.

DESTROY SYMBIOTE PODS, PART 1

OPTIONAL

OBJECTIVE:	DESTROY FIVE SYMBIOTE PODS.
XP:	500

Kingpin wants Spider-Man to destroy the Pods that create the Symbiotes. Try to cut off the Symbiotes at their source by destroying these monster facilities! To eliminate the Pods quickly, use Web-Strike and Over-Counter to close the distance and then use a special attack to finish the job.

DESTROY SYMBIOTE PODS, PART 2

OPTIONAL

OBJECTIVE:	DESTROY 10 SYMBIOTE PODS.
XP:	1000

Destroy all the Symbiote pods located in the area, but don't let them draw you in! Note that ally Symbiote pod types count for these missions, too.

DESTROY SYMBIOTE PODS, PART 3

OPTIONAL

OBJECTIVE: DESTROY 15 SYMBIOTE PODS.
XP: 1500

As the number of Symbiotes increases, so do the number of pods. As with previous missions, eliminate the pods in a timely manner to lessen the number of roving Symbiotes.

DESTROY SYMBIOTE PODS, PART 4

OPTIONAL

OBJECTIVE: DESTROY 20 SYMBIOTE PODS.
XP: 2500

It seems that Spider-Man just can't stay ahead of the Symbiote production machine. Shut down the pods to slow their rate of production.

DESTROY SYMBIOTE PODS, PART 5

OPTIONAL

OBJECTIVE: DESTROY 50 SYMBIOTE PODS.
XP: 5000

As you may have noticed, Symbiote pods lack a lot of exterior strength. Clear the other Symbiotes around the pods to make it easier for Spider-Man to rip them apart. Once you are finished, return to the Kingpin.

CLEAR THE ELECTROLING AREA

OBJECTIVE:	DEFEAT 15 ELECTROLINGS.
	DESTROY 5 ELECTRO-PODS.
XP:	N/A

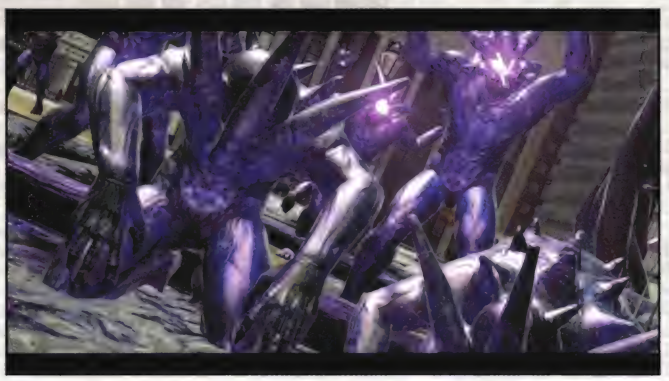
Black Cat lets Spider-Man know that there are more of these weird electrical Symbiotes in the vicinity. They like to rest on top of light posts, so be on the lookout for them to prevent them from getting the drop. As their name implies, Electrolings control electricity. Don't use Web-Strike Bounce against them, as they often interrupt this attack with an electrical bolt. After completing the mission, return to Black Cat.

Pull the Electrolings off their perches!

LOCATE THE SOURCE

OBJECTIVE:	LOCATE THE SOURCE.
XP:	N/A

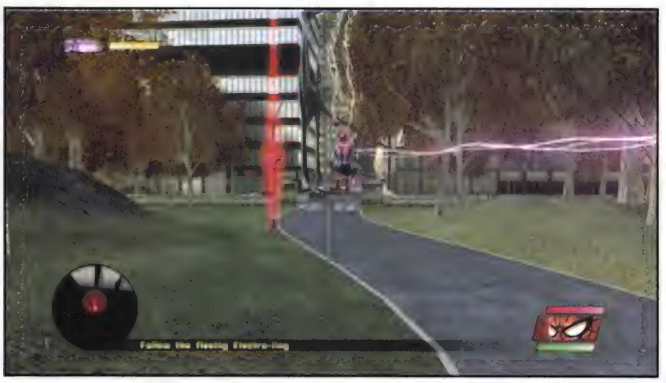
Black Cat wants Spider-Man to try to find the source of these Electro-Pods. Follow the yellow objective marker and see what you can find out.



SHOCK TACTICS

OBJECTIVE:	DEFEAT THREE ELECTROLINGS.
	FOLLOW THE FLEEING ELECTROLING.
	DESTROY THE THREE ELECTRO-PODS.
	DEFEAT THREE WAVES OF FOUR ELECTRO-PODS.
	DEFEAT SYMBIOTE ELECTRO.
XP:	5500

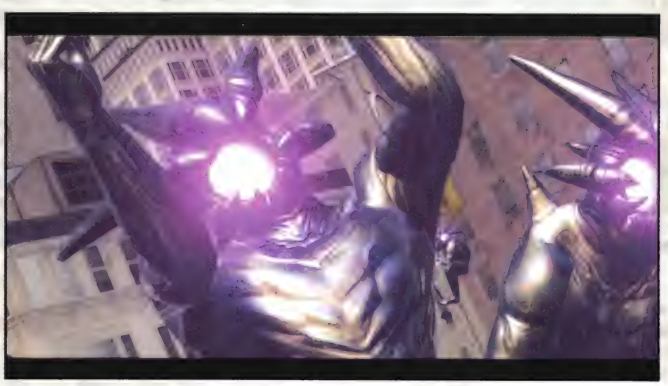
Defeat three of the Electrolings that are siphoning electricity from the local lampposts. After defeating them, follow the fleeing Electroling to find the source of their transformation.



Follow the fleeing Electroling!

Once at the Electro-Pods, destroy them. It doesn't take much to do the trick; just use regular attacks to turn them into ashes. After destroying the three Pods, it's time to fight Symbiote Electro!

Defeat the Electro-pods!



Electro's minions.

SYMBIOTE ELECTRO

This foe has all the nastiness of a Symbiote mixed with Electro's command of electricity. Notice the Electro Power meter in the upper-left corner of the screen. Once it reaches full, Electro raises four Electro-Pods at the base of the large Symbiote structures to provide protection with an electrical shield. Do not get close to this shield, as it causes massive amounts of damage. You must destroy the pods before Spider-Man can resume the fight with Symbiote Electro. The raising of the shield occurs three times in this fight. Aside from the pods, there is also the presence of Electrolings in the area.

Symbiote Electro emerges!

When Electro's shield goes down, use Spider-Man's most powerful attacks to knock Electro down to size. Eventually, you can attempt to reach Electro through the Symbiote.

Red Path or Black Path?

If you choose the Red path, Spider-Man talks some sense into Electro and encourages him to reject the Symbiote. This choice adds a great deal of Red points to your alignment.

Symbiote Electro

By choosing the Black path, Spider-Man knocks some sense into Electro and forces him to reject the Symbiote. This path also enables him to seek revenge on it.

By defeating Symbiote Electro in this boss fight, you earn an Achievement for Xbox 360 worth 20G.

AIRSTRIKE SYMBIOTES, PART 1 — OPTIONAL

OBJECTIVE:	SUCCESSFULLY AIRSTRIKE THE SYMBIOTES.
XP:	250

Black Widow has air assets waiting to strike, but they can't distinguish between Symbiotes and innocent civilians. She needs Spider-Man to serve as their eyes on the ground.

Find a S.H.I.E.L.D. security dome and pick up a Smoke Flare. Next, head to a group of Symbiotes and drop off the device to call an airstrike down on their unsuspecting heads.

AIRSTRIKE SYMBIOTES, PART 2 OPTIONAL

OBJECTIVE: AIRSTRIKE 20 SYMBIOTES.
XP: 500

As noted previously, grab a Smoke Flare and plant it in the middle of a group of Symbiotes. The larger the group, the more foes you will destroy.

AIRSTRIKE SYMBIOTES, PART 3 OPTIONAL

OBJECTIVE: AIRSTRIKE 50 SYMBIOTES.
XP: 1000

S.H.I.E.L.D. still has plenty of air support flying above the city. Call down an airstrike and blast several groups of Symbiotes.

AIRSTRIKE SYMBIOTES, PART 4 OPTIONAL

OBJECTIVE: AIRSTRIKE 100 SYMBIOTES.
XP: 2500

Make sure to pick up a Smoke Flare each time you pass a security dome. This is absolutely essential to these airstrike missions. Airstrikes are a very efficient way to take down Symbiotes.

AIRSTRIKE SYMBIOTES, PART 5 OPTIONAL

OBJECTIVE: AIRSTRIKE 200 SYMBIOTES.
XP: 5000

Keep the S.H.I.E.L.D. pilots busy by calling down more airstrikes! Light 'em up and send 'em packing! After completing the mission, return to Black Widow

AIRLIFT

OBJECTIVE:	GO TO THE FIRST EVACUATION LOCATION.
	DEFEND THE GROUP UNTIL AIR EVACUATION ARRIVES.
	DEFEND THE AGENTS UNTIL AIR EVACUATION ARRIVES.
	DEFEND THE CIVILIANS UNTIL AIR EVACUATION ARRIVES.
XP:	5000

S.H.I.E.L.D. has made arrangements to evacuate civilians, but needs places for the armored carriers to land. Follow the objective marker to the first evacuation location. You have 90 seconds to make it to the marker.

Upon reaching the marker, defend the civilian group until the air evacuation arrives. Once the ship lands, protect the runners as they attempt to reach the evacuation vehicle. Symbiote Snatchers will try to drag them off, so stay sharp!

When the drop ship is full, defend the remaining evacuees until the next ship arrives. Once the group has been evacuated, move to the next site. Once again, you have 90 seconds to reach the marker. Once there, climb toward the roof and defeat the Symbiotes climbing up the side of the building. Remember to keep the agents safe throughout the evacuation! When this ship is full, it's time to defend the remaining agents until the next transport arrives. When the next group is safe, move to the next location.

Stop the Symbiotes from reaching the agents!

Defend the group of civilians on the roof from the Symbiotes climbing up the wall. Stay close to the group and use attacks with a wide area-of-effect (like Tendril attacks) to hit multiple enemies and take their focus off the civilians. When you're not fighting Symbiotes, pick up the civilians and get them to the carrier as quickly as possible. As noted previously, once it is full defend the remaining civilians until the next transport arrives. This is a great spot to summon an ally for assistance. Any time there is a large group of civilians to protect, make it a priority to get some extra help. The summoned ally can keep fighting while Spider-Man transports the civilians to safety.

Make sure all the evacuees reach the transport.

COMPLETE THE ROOFTOP EVACUATIONS

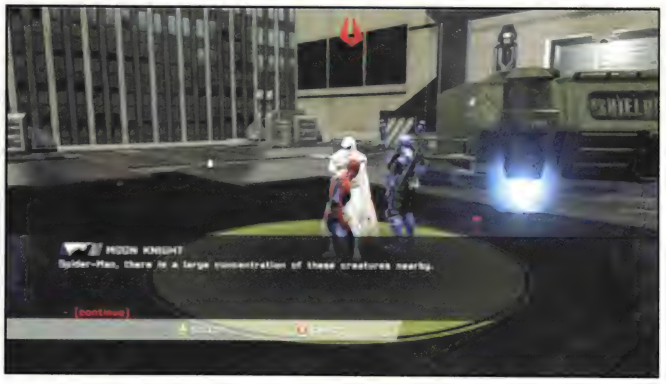
OBJECTIVE:	COMPLETE TWO HOVERCRAFT EVACUATIONS.
XP:	N/A

There are more non-infected citizens on rooftops who are waiting for help. Fend off the Symbiotes long enough for S.H.I.E.L.D. to get a personnel carrier down to them. Remember to summon an ally to keep the Symbiotes busy while Spider-Man rescues the innocents.

Defend the civilians!

TALON SHOW

OBJECTIVE:	FOLLOW THE HOVERCRAFT TO THE INFESTED ROOF.
	PROTECT THE S.H.E.I.L.D. AGENTS ON THE ROOFTOP.
XP:	1500



A new type of flying Symbiote is causing trouble and Black Widow needs Spider-Man to rectify the situation. Ride the hovercraft to the infested rooftop. If Spider-Man falls off during the trip, swiftly follow the hovercraft. If you get too far away from it, though, the mission ends in failure. Once at Moon Knight Tower, defend the S.H.I.E.L.D. agents from the Vulturelings. When the agents are safe, speak with Moon Knight

CLEAR VULTURELING AREA

OBJECTIVE:	DEFEAT 30 VULTURELINGS.
	DESTROY 10 VULTURE-PODS.
XP:	N/A

Moon Knights asks Spider-Man to knock some of the Vultureling Symbiotes out of the sky. These foes are slightly more difficult to defeat compared to those faced thus far. Use Web-Strike to get close to them and use Aerial combos to knock them down. Be ready to use Over-Counter if one of them shatters a web. The Vulturelings like to get far away from Spider-Man and fly into him at great speed. Try to avoid situations like these, or pull up his Web Shield to block an incoming attack.

After clearing the Vulturelings away from the pods, they become much easier targets to destroy when using Ground attacks. Return to Moon Knight after completing the mission.

GO TO A S.H.I.E.L.D. SAFE ZONE

OBJECTIVE:	GO TO A S.H.I.E.L.D. SAFE ZONE.
XP:	N/A

After Clearing the Vultureling area, head to the S.H.I.E.L.D. safe zone. It's important to note that you will likely encounter a lot of Symbiotes on the way there, if you feel like cleaning up the streets.

Floating Spiders

As you progress further in the game, some of the Spiders that you need to collect become more difficult to reach. Use Web Swing to get any Spiders that are floating between or above buildings.

PROTECT AND SERVE

OBJECTIVE:	DEFEND THE SAFE ZONE.
	CALL IN AN AIRSTRIKE.
XP:	5000

Symbiotes are attacking the shield generators protecting the safe zone. Spider-Man must eliminate the Symbiotes before they destroy the equipment! Move back and forth between the three generators, defeating the Symbiotes attacking each one. Don't waste too much time fighting at one generator, or else the other two will become vulnerable. Destroy the Symbiotes as quickly as possible and move to the next generator. Most of the enemies are of the weaker variety, however, they attack in large numbers so you must move fast.

Protect the shield!

Your efforts are valiant, but the shield goes down anyway. Protect the door for one minute from the Berserker Symbiotes trying to breach it. After that, the airstrike annihilates the remaining Symbiotes.

Call in the airstrike!

USE FLASHBANGS

OBJECTIVE: FLASHBANG A SYMBIOTE.
XP: 250

The Tinkerer has perfected a prototype of his weapon, so swing over to a S.H.I.E.L.D. security dome and pick up the Anti-Symbiote Prototype Weapon. The weapon is calibrated to work against any of the Symbiotes from which you have collected samples. Plant the device near a group of them to separate the Symbiotes form their hosts.

USE FLASHBANGS, PART 2

OBJECTIVE: FLASHBANG 10 SYMBIOTES.
XP: 500

Now that you know the device is in working order, go ahead and use it a few more times to separate the Symbiotes from even more hosts. Once the Symbiotes have been separated, help the former hosts reach safety.

Don't let the Symbiotes recapture the hosts!

Obsessive Spider-Man

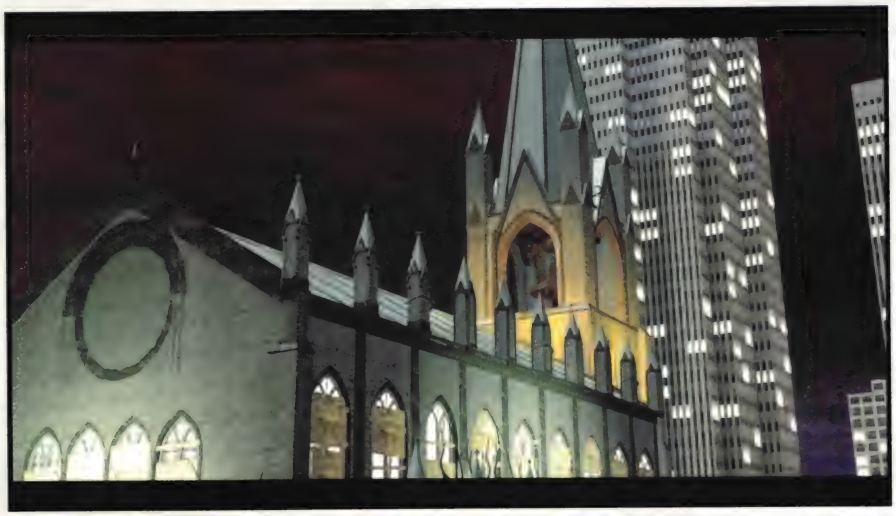
If you have completed all of the optional missions up to this point in the game, you will earn the "Obsessive Spider-Man" Xbox 360 Achievement. This one is worth 25G

MEET MJ IN HARLEM

OBJECTIVE: MEET MARY JANE.
XP: N/A

After neutralizing the threat against the safe zone, head to Harlem and meet Mary Jane.

TIME TO PREY



S.H.I.E.L.D. has evacuated many of the uninfected, but a few pockets of citizens remain who still need Spider-Man's help if they hope to reach safety. The webslinger heads to a local church where some civilians are trying to hold off the Symbiotes, but Spider-Man is about to find out just how much more dangerous a Symbiote can be with the right host.

GO TO THE CHURCH

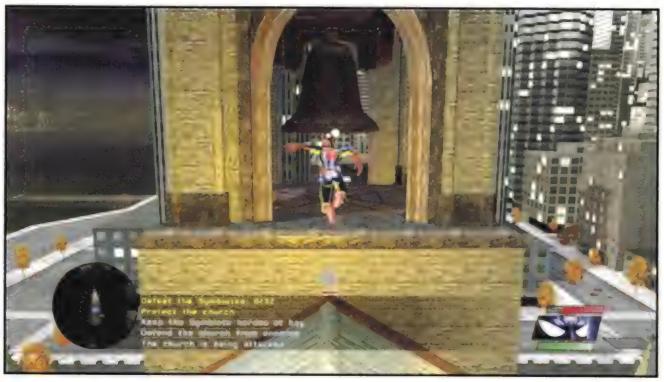
OBJECTIVE:	GO TO THE CHURCH.
XP:	N/A

Follow the objective marker that appears on the in-game mini-map to meet Wolverine at the church where a number of refugees are waiting to be evacuated.

TIME TO PREY

OBJECTIVE:	DEFEAT THE 32 SYMBIOTES.
	PROTECT THE CHURCH.
	DEFEAT SYMBIOTE WOLVERINE.
XP:	5000

Wolverine needs Spider-Man's help to clear out enough Symbiotes to hopefully allow S.H.I.E.L.D. to evacuate the people inside. Follow the blue objective indicators that appear on-screen to determine where the Symbiotes are attempting to get into the church.



Ringing the bell generates sound waves that slow down the Symbiotes. Use Web-Shot or a regular attack to ring the bell in the steeple. This should provide enough time to get to the civilians before Symbiotes break into the church. Wolverine lends a helping claw, but he can't do it alone. Make sure you keep an eye on the mini-map to see where the Symbiotes are attacking. The danger spots appear on the mini-map as a blue objective marker when a portion of the church is in danger. The creatures swarm all around the church, so it's imperative to concentrate on the ones who are actively trying to break in. Knock the Symbiotes off the walls and doors to keep the structure safe.

After defeating all 32 Symbiotes, the S.H.I.E.L.D. transport arrives to evacuate the civilians. The Symbiotes attempt to stop the transport and Wolverine jumps right into them, allowing the transport to escape! Unfortunately, he is not so lucky.

SYMBIOTE WOLVERINE

It's time to fight Symbiote Wolverine! He still has the fighting skills and tenacity of Wolverine, but this enhanced version also has the powers and personality of a Symbiote.

Symbiote Wolverine does his best to slice Spider-Man to ribbons with his claws!

Wolverine comes out swinging, so be ready to counter his attacks with an onslaught of your own. The first part of this battle isn't too difficult, as long as you continually attack. At about three-quarters health, Wolverine heads to one of the four pods located in the corners of the church yard and destroys the pod. The pod gives Wolverine Symbiote Armor! A Symbiote Armor meter appears in the upper-left corner of the screen (below Wolverine's health). To inflect damage against him, you must break through the armor. Prior to his using it, the pods are indestructible.

Break through the Symbiote Armor!

After using the pod to gain Symbiote armor, the pods become vulnerable. Take out the remaining three pods, or else Wolverine will climb into them to regain his health, needlessly prolonging the fight. The key is destroying the pods so that he can't regenerate his health. If he makes it into a pod before you can destroy it, Wolverine will emerge at full health.

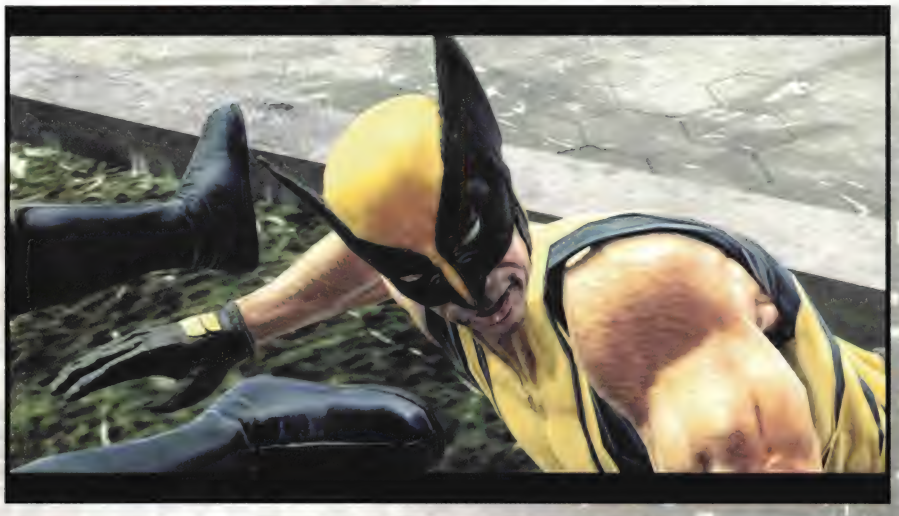
At about one-half health, Wolverine climbs the church wall and wrenches the massive bell from its mooring and tries to drop it on top of Spider-Man! Follow the on-screen prompts to prevent this from happening and send it right back at him instead!

If Spider-Man gets low on health, back off a bit to regenerate some health. Remember, though, that Wolverine can utilize this same tactic, so use this approach only when necessary. Make heavy use of Special Attacks and try to counter attack as much as possible.

Red Path or Black Path?

After the boss fight with Symbiote Wolverine, Logan can take care of the problem. Wolverine makes use of his unique skills to free himself from the Symbiote's control. This choice pushes you further onto the Red path.

Choosing the other course of action pushes you firmly along the Black path. The most important thing to note about choosing the Black path here is that *you can no longer call on Wolverine as an ally*! Wolverine is too dangerous to leave in Symbiotic form and any collateral damage doesn't matter. What's a mutant healing factor for, anyway?



Symbiote Wolverine Defeated!

Defeating Symbiote Wolverine in the preceding boss fight earns you an Xbox 360 Achievement worth 20G.

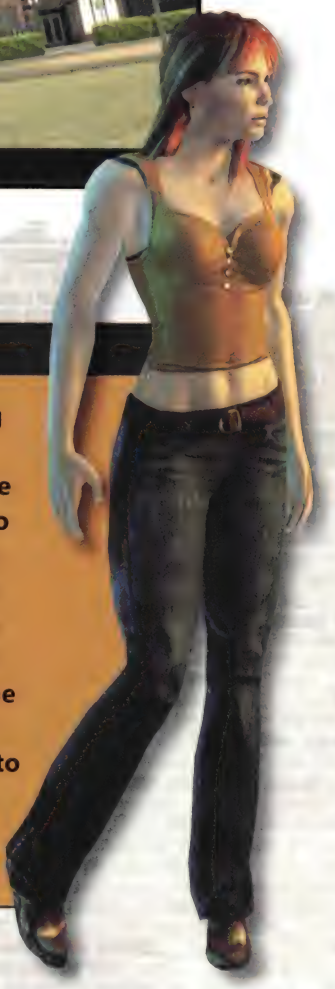
RETURN TO HARLEM

OBJECTIVE: RETURN TO HARLEM.
XP: N/A

After defeating the Symbiote Wolverine, return to Harlem and check on Luke Cage and Mary Jane.

MARY JANE

Mary Jane Watson has a successful modeling career, but she is much more than just a pretty face. Although she initially resisted the attempts of her aunt and Peter's Aunt May to set the two up on a date, she became friends with the intelligent, humorous Peter and the two eventually began dating. Since then, she has stood by Spider-Man and supported him throughout the trials and tribulations that the super hero life entails. Although she has no super powers of her own, she is determined to do whatever possible to protect Spider-Man and the people she cares about during this invasion.



GET OUTTA TOWN

OBJECTIVE:	ESCORT GROUP TO THE FIRST S.H.I.E.L.D. SECURITY DOME.
	ESCORT GROUP TO THE SECOND S.H.I.E.L.D. SECURITY DOME.
	ASSIST AGENTS AT THE THIRD SAFE ZONE.
	ESCORT GROUP TO THE THIRD S.H.I.E.L.D. SECURITY DOME.
	ASSIST AGENTS AT THE FOURTH S.H.I.E.L.D. SECURITY DOME.
	ESCORT GROUP TO THE FOURTH S.H.I.E.L.D. SECURITY DOME.
XP:	5000

A convoy of survivors have gathered together and need Spider-Man's help to make it to the security dome. This area is heavily infested with Symbiotes who want to get their hands on this group of uninfected citizens. The convoy includes a S.H.I.E.L.D. personnel transport, a school bus, and two cars. Ideally, the goal is to ensure that all the vehicles make it through safely, but the most important vehicle is the school bus. This vehicle's "health" appears in the upper corner of the screen. If the bus is destroyed, the mission ends in failure. As the convoy moves forward, Symbiotes launch constant attacks to destroy it.

Keep the path clear by defeating the Symbiotes and pods blocking the road. Make sure you don't let the Symbiotes attack the vehicles!

Stay close to the convoy!

Clear the path for the convoy!

Once they make it through the first dome, escort the convoy to the second dome. More Symbiotes try to attack the vehicles and block the way with more pods.

Need Help? Call An Ally!

This is a great area to summon an ally's help. Remember that Black Cat is unavailable, so you'll need to rely on someone else at this juncture. The extra help during this mission can really make a difference.

After clearing the way two times, the convoy encounters three electro-pods. These pods are a bit more difficult than the regular Symbiote pods, but you shouldn't have an issues destroying them. Clear them out of the way and continue to keep an eye on the convoy.

The shield at the third security dome is damaged and the agents there are under attack. Leave the convoy behind and clear the Symbiotes so that the agents can repair the dome. After finishing, return to the convoy and escort them to the third security dome.

Electro-Pods!

The fourth dome is also in danger of collapse. Dispose of the Symbiotes in this area, so that the agents can restore power. Once the shield is back online, escort the grateful convoy there.

Symbiote pile up!

CAT FIGHT

OBJECTIVE:	FIND SYMBIOTE BLACK CAT.
	DEFEAT SYMBIOTE BLACK CAT.
	KEEP MARY JANE SAFE.
XP:	6000

SYMBIOTE BLACK CAT

Once again, another one of Spider-Man's allies is in trouble. This time, Black Cat has been infected! Find her to save Felicia from becoming one with the Symbiote. Fight past the Symbiotes using your must trusted attacks.

Spider-Man tracks Symbiote Black Cat down only to see her run up the building just ahead. Use Web-Strike to bounce off the Symbiotes crawling up the wall to reach her on the roof. Unfortunately, she isn't alone—in fact, there are several Symbiotes at her side!

Fight past the Symbiotes to reach Black Cat. She likes to deliver a few blows and then jump back out of reach. Use Web Strike to close the distance, then use Over-Counter so she doesn't send Spider-Man flying back as soon as he gets close. Use Special Attacks to deal as much damage as possible to her. Don't focus all of your attention on Black Cat; remember to knock out her minions or else you'll get overwhelmed.

A few times during the fight, Black Cat uses a sonic attack that is capable of knocking back Spider-Man quite a distance. If this occurs, be ready to swiftly return back up the building if he gets knocked off the side.

Mary Jane arrives via a S.H.I.E.L.D. transport vehicle to join the fight, but the Symbiotes are a bit too much for her shotgun to handle alone. Watch her health and keep her safe. Split your time between taking out the Symbiotes threatening Mary Jane and fighting Black Cat. If Mary Jane dies, the mission ends in failure.

Save Mary Jane!

Red Path or Black Path?

Spider-Man attempts to save Black Cat, but she is badly hurt. After this occurs, she is no longer available as an ally. This choice leads further down the Red path.

With MJ looking on, Spider-Man does what is needed to save Black Cat. This choice pushes things firmly into the Black alignment. Choosing this path also makes Black Cat an ally.

Achievement Unlocked

Defeating Symbiote Black Cat unlocks an Xbox 360 Achievement worth 20G. The decision you make regarding Black Cat can also unlock either the "Mary Jane and Spider-Man" or "Black Cat and Spider-Man" Achievements later on, both of which are are worth 20G.

Finish up any remaining optional missions still available before heading to Kingpin Tower. Once you arrive there, you cannot attempt them anymore.

GO TO KINGPIN TOWER

OBJECTIVE: HEAD TO KINGPIN TOWER.
XP: N/A

The Tinkerer has finished his weapon, but the Symbiote Vulture has cut the control links so it must be armed manually. Defeat him to have the option of arming the device.

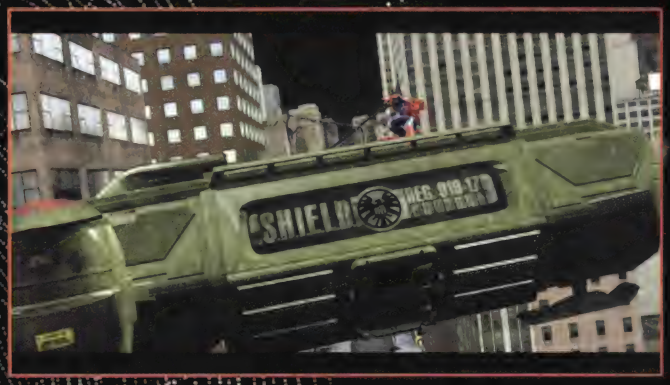
NESTING INSTINCTS

OBJECTIVE: DEFEAT SYMBIOTE VULTURE.
XP: 6000

SYMBIOTE VULTURE

Vulture won't come down to the ground to play nice with, so you must find a way to reach him in the air. Chain some Web-Strikes together on the Vulturelings to move up toward Symbiote Vulture. After doing so, use Special attacks and Aerial attacks to deliver the beating he deserves.

At some point, he pulls away and you must again make pass through the Vulturelings to reach him. You can destroy the pods that spew out Vulturelings , but doing so isn't required. In fact, the more Vulturelings flying around the area, the more stepping stones you have to reach Vulture!



After knocking off a good portion of his health, Vulture takes his minions and heads toward the helicarrier to attack. Spider-Man hitches a ride with a passing jet to get close to Vulture again. You can bounce off of the Vulturings as before, or Web-Swing from the S.H.I.E.L.D. hovercrafts. The main goal, though, is to keep moving toward Vulture at all times.

Watch out for Vulture's wing blades.

Defeat Symbiote Vulture

Defeating Symbiote Vulture unlocks an Xbox 360 Achievement worth 20G.

Vulture can take quite a bit of punishment, but in the end, Spider-Man is a bit too much for him to handle. When you reach Tinkerer's device, Spider-Man makes a decision. Unlike previous decisions, you don't get to make a choice here. Which path you have followed the majority of the game determines what Spider-Man does at this stage, and there are consequences for the entire city.

THE FINAL SHOWDOWN

Venom is attacking S.H.I.E.L.D.'s helicarrier and he has...***changed***. Comprised of legions of Symbiotes, Venom is now a monstrosity large enough to take on not only the helicarrier, but the entire city! Spider-Man knew it would eventually come down to this. He gave Venom a chance some time ago and it cost the city dearly.

Now with the city—and perhaps the world—on the verge of destruction, can Spider-Man do what must be done to end this once and for all?

FINAL SHOWDOWN

OBJECTIVE:	DISABLE THREE JAMMING DEVICES.
	DEFEAT THREE BOMB GUARDS.
	PLANT THE BOMB.
	DESTROY VENOM HEADS.
EXP:	N/A

To have a hope of destroying Venom, Spider-Man must sacrifice the helicarrier. The crew has been compromised and he must get in the hangar doors to reach the stored explosives. Your allies can remotely open the hangar doors, as long as Spider-Man can disable the three jamming devices on the helicarrier's deck.

The crew has been compromised!

Take out those jamming devices!

Fight past the infected guards and Symbiotes to reach the jamming devices. Berserkers are swarming the deck, but even more troublesome are the infected S.H.I.E.L.D. agents. Some of them are located on the deck, while others fly nearby. What's more troubling is the fact that all of them are shooting at Spider-Man. Upon reaching a jamming device, follow the on-screen instructions to disable it. The infected agents' shots will interrupt the proceedings, so you may need to eliminate them from the immediate vicinity. Take too long and more agents will take their place.

After disabling the jamming devices, use Moon Knight or Vulture to hack open the hangar doors. After doing so, you have two minutes to defeat the three bomb guards—one Snatcher and two Berserkers. This is more than enough time to beat them into Symbiote residue. Unleash some radius attacks to hit them all at once and cause severe damage.

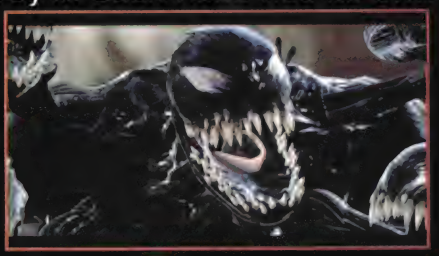
After picking up the bomb, you have 25 seconds to plant it on the large gun on the ship's deck. Follow the objective marker to reach it. Afterwards, repeat these steps to procure another bomb. Note, however, that this one needs to be attached to the underside of the helicarrier (toward the rear). Because it is on the underbelly of the ship, it can be a bit tricky to reach. Swing down to that area toward the objective marker to get close enough to attach the bomb.

Bombs away!

The bombs don't get a chance to do their job, as Venom appears over the edge of the helicarrier. Spider-Man must fight him once and for all.

SYMBIOTE VENOM

To defeat this monstrosity, you must eliminate all of the Venom heads. When the heads become vulnerable, they are automatically targeted. Use Web-Strike to reach a head and attack it upon landing; don't waste a second. You need to attack each one three times to destroy it. Each head has its own separate health bar, making it easy to track your progress.



Venom continually spews out other Symbiotes to join the fray. Try to avoid them at all costs and instead concentrate on the heads. Only engage the Symbiotes if Spider-Man gets caught by them. There are just too many to keep fighting and Venom will continue to spawn even more if you defeat them.

After defeating the heads, Spider-Man tries to get through to Eddie Brock. Press the buttons that appear on-screen to avoid being crushed by the massive Symbiote. When speaking with Brock you must make a choice (detailed in the following section).

Red Path or Black Path?

For the Red path, you successfully get through to Eddie and watch as he becomes the master of his own fate.

For the Black path, you get to speak to Eddie and take matters into your own hands.

Congratulations! You have completed Spider-Man: Web of Shadows. The choices you make here and elsewhere throughout the game determine how the story plays out.

Alternate Endings

For Spider-Man, walking the hero's path is never easy and temptation is never too far away. Depending on the choices you made, there are four possible endings.

01 Hero

You made more Red choices than Black, but you spurned Mary Jane after defeating Symbiote Black Cat.

02 Anti-Hero

You made more Black choices than Red, but didn't use Symbiote to heal Felicia after defeating Symbiote Black Cat.

03 Mary Jane and Spider-Man

You made more Red choices than Black ones and chose Mary Jane over Black Cat after defeating Symbiote Black Cat.

04 Black Cat and Spider-Man

You made more Black choices than Red and you chose to use Symbiote to help Felicia after defeating Symbiote Black Cat.

XBOX 360 ACHIEVEMENTS

Completing all of the Achievements in Spider-Man: Web of Shadows not only provides a sense of major accomplishment, but it's also a lot of fun! Each major goal or battle you complete earns you Gamer Points. Some of the Achievements are earned through the regular course of the game, while others take a little extra effort on your part to achieve.

In addition, many of the Achievements are tied to the choices you make throughout the game. At several points, you are asked to choose between the Red path or the Black path. The Red choices align ethically with Spider-Man's role as a hero. When selecting the Red path, you are considering what is best for everyone involved and often temper your actions with compassion and mercy. You are firmly in control and are not being influenced by the Symbiote contained within the Black suit. On the other hand, choices along the Black path indicate that the Black suit is influencing Spider-Man's thoughts and actions to a worsening degree as the story unfolds. When selecting the Black path, Spider-Man is only considering what he desires, and doing whatever it takes to accomplish his goals, caring little for the consequences.

ACHIEVEMENTS BROKEN DOWN

Complete Story, Act One — 50G

Act One completed.
To earn this Achievement you must play through the first act of the story, which ends when you confront Black Cat.

Complete Story, Act Two — 50G

Act Two completed.
To earn this Achievement you must play through the second act of the story, which ends after you have tested the prototype of Tinkerer's weapon.

Complete Web of Shadows — 75G

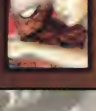
Complete the game with any ending.
Depending on the choices you make, there are four alternate endings. Completing any of them earns you this Achievement.

Hero — 20G

Earn Red Suit Conclusion.
To receive this, make more Red choices than Black, but don't choose Mary Jane over Black Cat after defeating the Symbiote Black Cat.

Antihero — 20G

Earn Black Suit Conclusion.
Make more Black choices than Red, but don't choose Black Cat over Mary Jane after defeating the Symbiote Black Cat.



Mary Jane and Spider-Man — 20G

Make the Red choice after defeating Symbiote Black Cat (choosing Mary Jane) along with the majority of Red choices throughout the game.

Black Cat and Spider-Man — 20G

Make the Black choice after defeating Symbiote Black Cat (choosing Felicia) along with the majority of Black choices throughout the game.

Ultimate Spider-Man — 50G

Completely upgrade all of Spider-Man's attacks.
It is fairly easy to gain enough experience points to do this before facing the final battles of the game.

Obsessive Spider-Man — 25G

Complete 60 Bonus Goals.
In addition to the main missions, you often receive Optional Missions from various contacts as well as upon completing some tasks within the city.

Excessive Spider-Man — 15G

Complete half of all Bonus Goals.
There are many opportunities throughout the game to complete Optional Missions. As long as you work on them, you will have no problem reaching this Achievement.

First One Hundred — 15G

Collect 100 Spiders.
Make sure you pick up all the Spiders you see and you can easily accomplish this during your visit to Harlem.

Heroic Accumulation — 25G

Find 1080 Spiders.
Finding 1000 earns you level 10, so once you reach that goal, finding the next 80 is easy to accomplish.

Max Out Spider-Man — 75G

Reach level 11 with Spider-Man.
To accomplish this, you must find 2000 Spiders. There are a total of 2160 Spiders in the game. To reach this goal, you must search high and low throughout the city, leaving no block unexplored.

50 Hit Combo—Spider Silk — 10G

50 Hit Combo "Spider Silk" executed.
The combo bar in the upper-right part of the screen tracks how many moves you can get off in a row.

100 Hit Combo—Ownership — 25G

100 Hit Combo "Ownership" executed.
Keep pounding on enemies in quick succession to achieve this goal. You can track your progress with the Combo Bar.

250 Hit Combo—Neighborly — 50G

250 Hit Combo "Neighborly" executed.
Achieving this combo is most easily accomplished when taking on a large group of foes after the city becomes more heavily infested with Symbiotes. Find decent sized groups and move quickly from one to another, using fast attacks and building up your Combo Meter.

Great Power — 10G

25 City Crimes thwarted.
The thugs are everywhere in Harlem, battling it out with each other and the police. Whenever you see an altercation, take down the thugs to achieve this goal.

Great Responsibility — 25G

100 City Crimes thwarted.
There are ample opportunities to earn this Achievement while working with Luke Cage in Harlem. Be on the lookout for fights and high-speed chases. Stop the criminals to stop the crime.

Defeat 100 Enemies — 20G

100 Enemies defeated.
Any type of enemy counts toward this goal. You will quickly accomplish this one while working with Luke Cage in Harlem. If you don't reach this number, however, don't worry, as there are plenty more foes throughout the city.

Defeat 500 Enemies — 35G

500 Enemies defeated.
Any type of enemy counts toward this Achievement. As you complete missions for your contacts, you will automatically reach this number while fighting through the hordes of Thugs, Tech Forces, and Symbiotes causing trouble in the city.

No Sweat — 50G

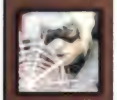
1000 Enemies defeated.
Any type of enemy counts toward this. As with the other similar Achievements, you reach this goal by doing your job in the city. The easiest way to do this is to complete not only the main missions but the optional side missions as well.

The Bigger They Come... — 5G

Defeat one Tech Mech.
You can do this by completing the Court Ordnance mission. Toward the end of this mission, you must defeat a Tech Mech that is causing trouble near the court house. Use the Black suit to toss cars at the Mech to damage it. It takes more than one direct hit and you gain Black points for each car thrown, but in the end you reduce it to scrap metal and earn this Achievement.

Eviction — 5G

Stun a Mech with a car, then pull the pilot's door open.
You can do this after completing Court Ordnance. Just as you did in that mission, use nearby cars to attack the Mech to temporarily stun it. Close the distance to the Mech quickly and follow the on-screen button instructions to open the pilot's door.



Bad Kitty — 15G

Defeat Black Cat.
Black Cat leads Spider-Man on a merry chase, so use his Web-Swing and Wall-Zip to stay on her tail. Once you catch up to her, cause as much damage as possible and always be prepared to counter her attacks. Web-Strike works well here, but you need to be ready to Over-Counter. At 75% and 50% health, she hitches a ride with one of Kingpin's Tech gliders. Don't let her get too far away, or you will fail the mission. She likes to knock Spider-Man off the side of the building, so be ready to Web-Zip up the side if necessary. Pummel her with quick attacks to finish her off and earn this Achievement.

Winged — 15G

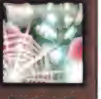
Defeat Vulture.
Vulture has the advantage of flight against Spider-Man. Use his Web-Strike to get close and make full use of Spider-Man's Aerial Attacks to give him a beating. After taking a decent amount of damage, Vulture retreats and Spider-Man must Web-Strike his way through the Kingpin's glider troops. Once you reach him, use Spider-Man's Aerial Attacks, along with Web-Strike and Over-Counter to clip his wings and earn this Achievement.

Grounded — 15G

Defeat Electro.
Electro isn't the toughest foe to defeat, but he does dish out a great deal of damage. The key to defeating him is to avoid the powerful electrical barriers that he places around the area. Use Spider-Man's webs to get around these barriers and strike at him. When he converts to pure electricity and travels across the power lines, use Spider-Man's Web-Zip and Web Swing to keep up with him. Hit him each time he becomes stationary and you soon earn this Achievement.

Declawed — 15G

Defeat Wolverine.
Wolverine is known for his fighting skills and he isn't about to let Spider-Man off easy. As with other difficult foes, use Web-Strike to close the distance with him and let him have it with Spider-Man's Special Attacks. Periodically, he stops to ask questions. If you are trying to go with one alignment over the other, make sure you have the appropriate answers to his questions. Deranged Citizens join the fight. Although it earns you Black points, you can use them as distractions and hit Wolverine while he is trying to deal with them.



Defeat Symbiote Electro — 20G

Defeat Symbiote Electro.
As when facing the regular Electro, the key to defeating this Symbiote version is to avoid the electricity he lets loose. Stay well clear of him while he is protected by his deadly electrical shield, moving quickly in to attack once it goes down. Concentrate on the Pods, taking out the Electrolings only when they are in the way and concentrate your attacks on Electro whenever possible.

Defeat Symbiote Black Cat — 20G

Defeat Symbiote Black Cat.
Symbiote Black Cat is just as tough to get a hold of as the original, but practically twice as difficult to defeat. Avoid her minions during the first part of the fight while using Web-Strike and Over-Counter to get closer to her. Spider-Man's Special Attacks are the best bet against her. During the second part of the fight, you must protect Mary Jane while trying to defeat Black Cat. Keep a close eye on MJ's health while working on Black Cat, splitting your time between the two.

Defeat Symbiote Wolverine — 20G

Defeat Symbiote Wolverine.
If you thought the first fight with Wolverine was tough, then try it again with Symbiote extras! The key to defeating this new and improved Wolverine is to keep him from getting into the Pods to heal. Destroy them as soon as they become vulnerable (after he gains the Symbiote Armor) and keep hitting Wolverine until he gives in. Avoid his Symbiote friends and concentrate all attacks on him. Try to counterattack whenever possible to keep from taking too much damage.

Defeat Symbiote Vulture — 20G

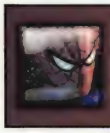
Defeat Symbiote Vulture.
As before, use Spider-Man's Web-Strikes to reach Symbiote Vulture or Web-Swing off the hovercraft in the area. He is surrounded by several Vulturlings, so there should be plenty of Symbiote stairs to climb to reach him. Apart from his hordes of minions, Vulture doesn't have any special tricks at his disposal. Continue to use Web-Strikes to reach him, then pummel him with Aerial Attacks until he falls.

Defeat Venom, Round One — 15G

Defeat Venom once.
Venom is a tough foe but, fortunately, Spider-Man has the power to stop him. Wearing the Black suit, pepper him with cars until Venom starts to weaken. When he decides to go after Mary Jane, continue the tactic of staying between Venom and MJ to prevent her from getting hurt. As long as you can beat down Venom without losing MJ, you earn this Achievment.

Defeat Venom, Round Two — 20G

Defeat Venom Twice.
This time around, you must destroy the Symbiote Pods and defeat Venom. Chase him down the alleys to his nests and engage him as much as possible, ignoring his minions in the process. Use Web-Strike to get in close, with Over-Counter at the ready, then hit him with everything you've got.



Virtue — 5G

Make the Red choice after resolving the Gang War in Harlem, letting Cage know that you want to end the hostilities as much as he does.

Vice — 5G

Select the Black choice after resolving the Gang War in Harlem, demonstrating that results are what matter the most.

Id — 5G

Choose the Black choice after defeating Black Cat during "Cut to the Chase."
This also makes her a mission contact for the next portion of the game.

Super-Ego — 5G

Choose the Red choice after defeating Black Cat during "Cut to the Chase."
This makes Moon Knight a mission contact for the next portion of the game.

Encountered — 5G

Parry and counterattack one enemy.
When fighting, counterattack an incoming blow from an enemy. You must have purchased the Counterattack upgrade in either the Black or Red suit.

Over the Counter — 10G

Parry and counterattack 100 enemies.
After purchasing the Counterattack upgrade in either suit, it becomes available for use with the other. Practice counterattacking all the foes you find with until you reach this Achievement.

Bowling Ball — 5G

Web Swing-Kick 5 enemies in a single pass.
You have an opportunity to do this in Harlem after Luke Cage teaches Spider-Man the Web Swing-Kick. Look for a large group of Thugs and give it a go to earn this Achievement in no time.

Trampoline — 25G

Web-Strike Bounce 20 enemies in succession.
After learning to Web-Strike from Luke Cage, there are plenty of opportunities to attain this Achievement. Chain together Web-Strikes, bouncing from foe to foe.

Overkill — 20G

Perform all three types of attacks (Ground, Air, Wall) on a single enemy 10 times.
This works best against a sturdy enemy, like a Berserker. Find one who is close to a wall and use all three types of attack on it before defeating it to gain this Achievement.

Ground Combo Skill — 15G

Defeat 50 enemies using only Ground Combos.
To earn this Achievement, make an effort to attack many foes using only Ground Combos. This means that you must avoid hitting them while in the air, if your combos knock them around.

Air Combo Skill — 15G

Defeat 50 enemies using only Air Combos.
The easiest place to attain this Achievement is when fighting Vulturelings. They are fairly easy to defeat and, because they are flying, your Aerial Attacks are very effective.

Wall Combo Skill — 15G

Defeat 50 enemies using only Wall Combos.
Although you may not use Wall Combos as much as Ground Combos, there are many chances to fight foes near walls to complete this Achievement. For instance, any time a group of Symbiotes scramble up the side of the building, it counts toward this Achievement.

From **Golden Age** to **Digital Age**

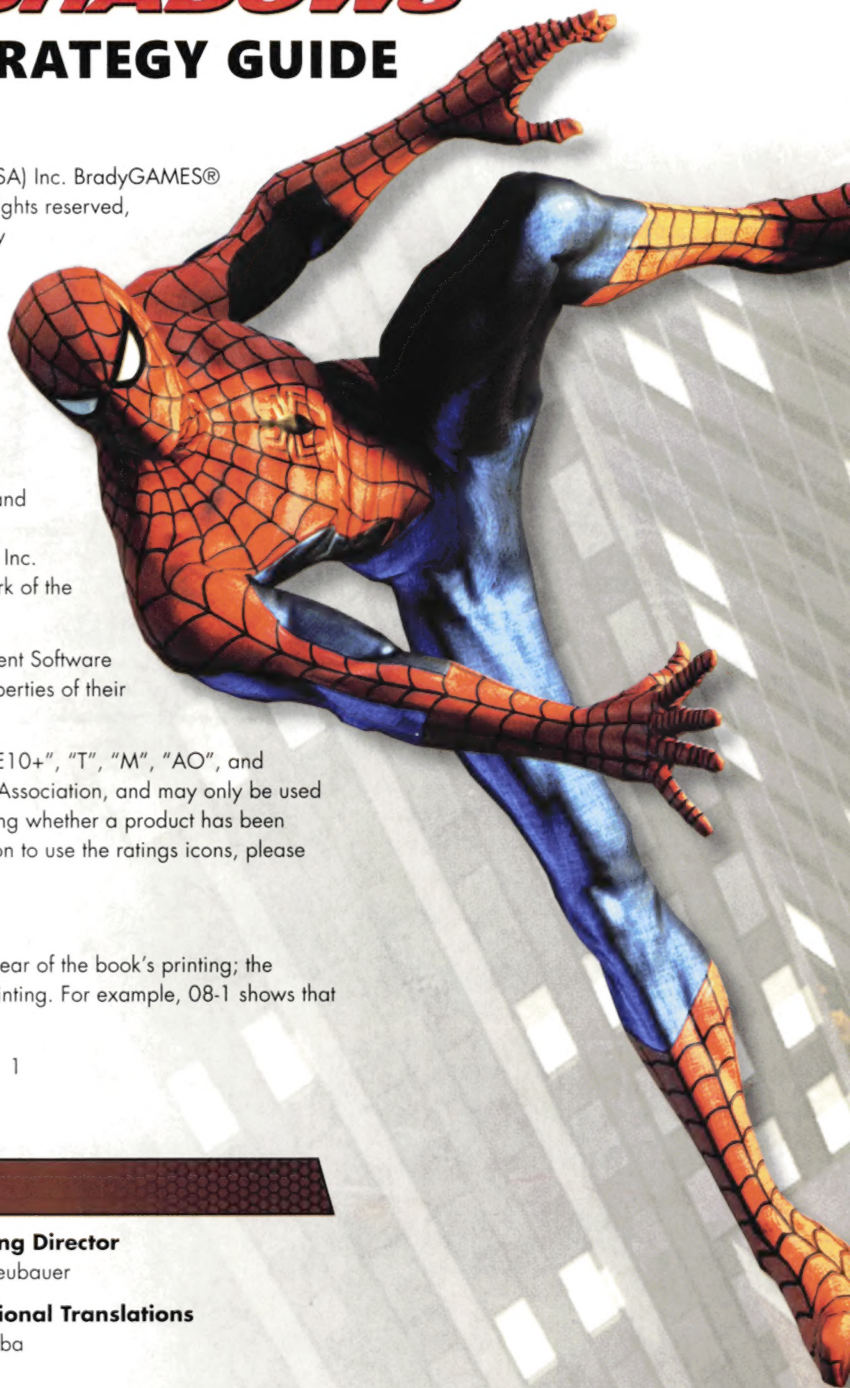
MARVEL® DIGITAL COMICS UNLIMITED

- **OVER 4,000 COMICS** AND COUNTING
- CURRENT AND CLASSIC **COMICS ADDED DAILY**
- **INSTANT ACCESS** OVER THE WEB
- TONS OF **MILESTONE EVENTS** AND **LONG RUNS**

WWW.MARVEL.COM/DIGITALCOMICS

TM & © 2008 MARVEL CHARACTERS, INC. ALL RIGHTS RESERVED.

SPIDER-MAN™
WEB OF SHADOWS
OFFICIAL STRATEGY GUIDE



Written by Jennifer and Kenny Sims

©2008 DK/BradyGAMES, a division of Penguin Group (USA) Inc. BradyGAMES® is a registered trademark of Penguin Group (USA) Inc. All rights reserved, including the right of reproduction in whole or in part in any form.

DK/BradyGames, a division of Penguin Group (USA) Inc.
800 East 96th Street, 3rd Floor
Indianapolis, IN 46240

Marvel, Spider-Man and all related characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment, Inc. and its subsidiaries, and are used with permission. Copyright © 2008 Marvel Entertainment, Inc. and its subsidiaries. Licensed by Marvel Characters B.V. www.marvel.com. Game elements © 2008 Activision Publishing, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association.

The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks and trade names are properties of their respective owners.

Please be advised that the ESRB ratings icons, "EC", "E", "E10+", "T", "M", "AO", and "RP" are trademarks owned by the Entertainment Software Association, and may only be used with their permission and authority. For information regarding whether a product has been rated by the ESRB, please visit www.esrb.org. For permission to use the ratings icons, please contact the ESA at esrblicenseinfo@theesa.com.

ISBN: 978-0-7440-1062-6

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08 4 3 2 1

Printed in the USA.

BradyGAMES Staff

Publisher
David Waybright

Editor-In-Chief
H. Leigh Davis

Licensing Director
Mike Degler

Marketing Director
Debby Neubauer

International Translations
Brian Saliba

Credits

Title Manager
Tim Cox

Screenshot Editor
Michael Owen

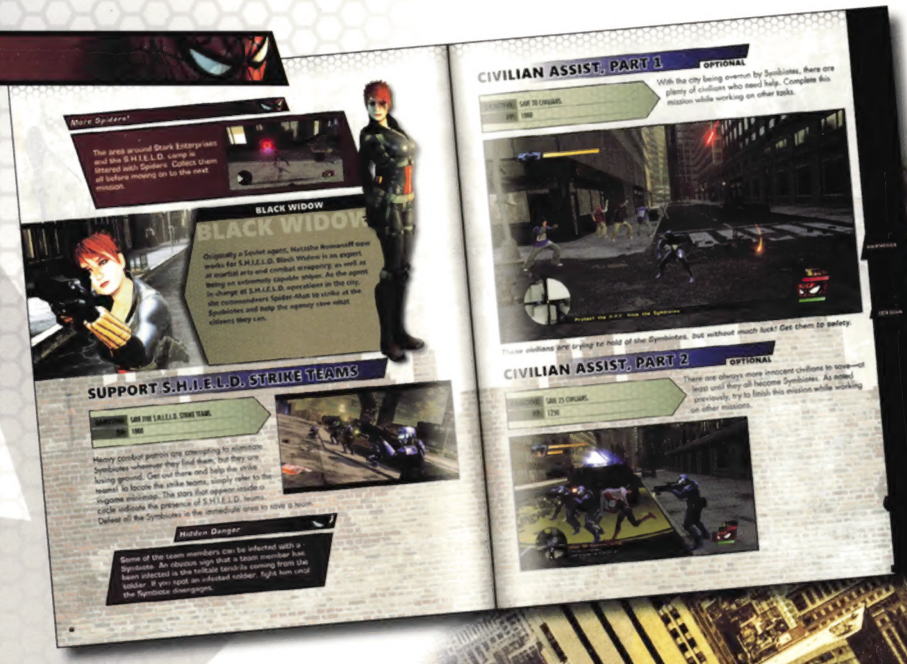
Book Designer
Brent Gann

ELIMINATE THE SYMBIOTE INFESTATION!

After a lethal assault on the streets of New York puts the city's innocent citizens in grave danger, only Spider-Man can take control and bring about a resolution to this serious conflict. Your actions hold the key to the fate of New York. How far will you go to save the city?

Comprehensive Walkthrough

Complete coverage of every main mission and optional mission in the game. Learn what it takes to stomp out the Symbiote invasion.



Boss Fights

Proven tactics and tips for defeating the game's notorious villains, including Kingpin, Black Cat, and Vulture!

Red Suit Vs. Black Suit

Learn about Spider-Man's various attacks and what they cost to upgrade for both the Red and Black suits. They're all covered—ground attacks, aerial attacks, wall attacks, and many more!

Xbox 360 Achievements

Get a rundown on every Achievement in the game, along with tips on how to unlock them.

BRADYGAMES
www.bradygames.com

ACTIVISION
www.activision.com

MARVEL
www.marvel.com

$17.99 USA/$19.99 CAN/£11.99 Net UK

Marvel, Spider-Man and all related characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment, Inc. and its subsidiaries, and are used with permission. Copyright © 2008 Marvel Entertainment, Inc. and its subsidiaries. Licensed by Marvel Characters B.V. www.marvel.com. Game elements © 2008 Activision Publishing, Inc. All rights reserved. The ratings icon is a registered trademark of the Entertainment Software Association.

ISBN-13: 978-074401062-6
ISBN-10: 074401062-4
51799
9 780744 010626
7 52073 01062 1